Curse - The Wanderer -

- KINGDOM DEATH: MONSTER -

CREDITS

Kingdom Death: Monster created by Adam Poots

Art: Adam Poots Games LLC

Writers: Bra Mithra, with suggestions from testers.

Graphic Design: Bra Mithra, Maximo1984, and Tommy Rayburn (Revel911)

Playtesting: Pyroguy, ChaosFarseer, Revel911, Slay, The Aluminum Man, Sighence, Rokahef, SaberSophil, cheshire12134 and Maximo1984.

This unofficial Wanderer is a free, fan-made expansion created by Bra Mithra, with help from the Content Creation Group. It should not be sold.

Thank you to everyone that has helped me bring this project to life. Everyone in the many Kingdom Death: Monster fan groups and my YouTube community. Finally, a special thank you to Maximo1984.

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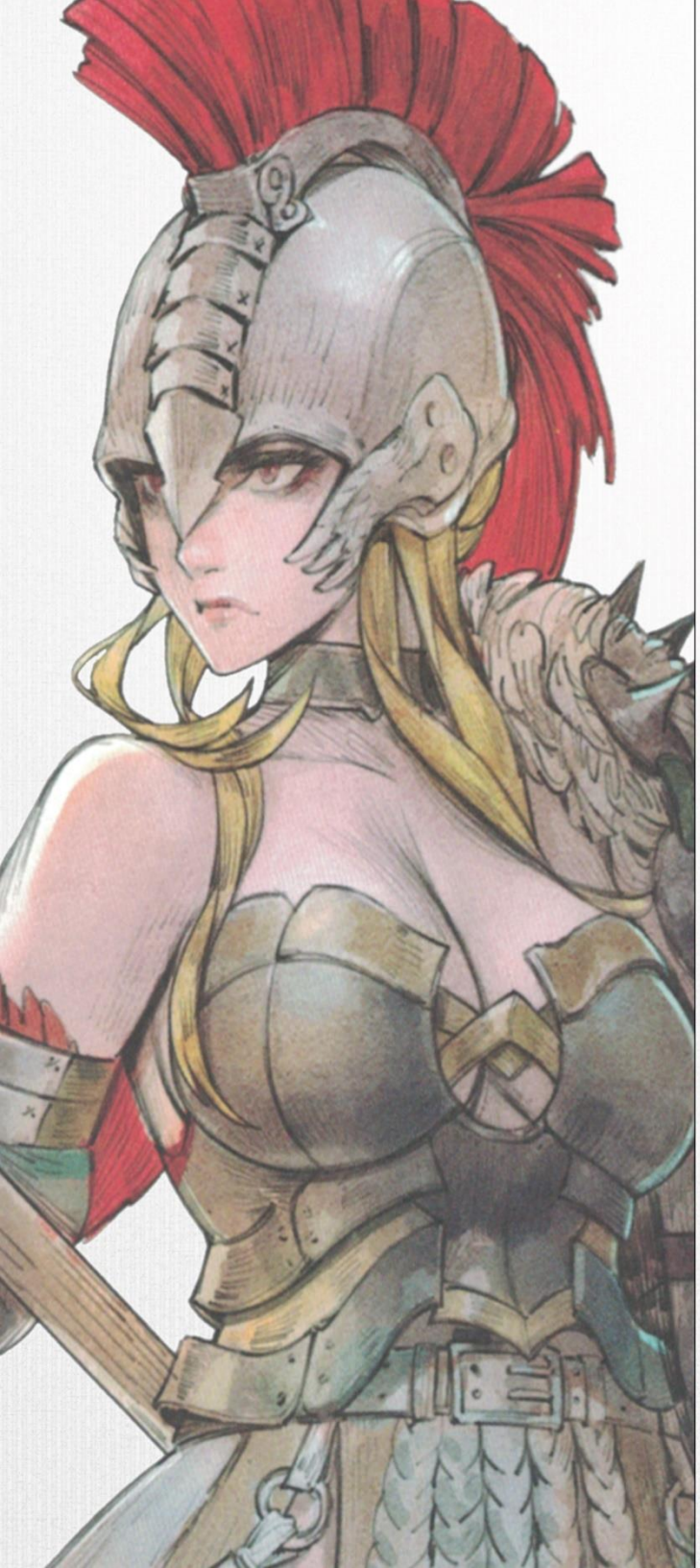


CURSE

Curse was always destined for greatness. She was born with a noble surname and deemed a worthy successor to her settlement's throne. Her moment of rebirth consumed all her previous sins and injuries. She was ready for the final stage of her transformation. Everything was going according to plan until the armored strangers arrived.

Although victorious in battle, Curse found herself in a position of defeat. Delivering the killing blow to the monster left her cursed. The tyrant who watched over the settlement could not allow her to stay with an impure body. Curiously, the tyrant did not kill Curse. She was banished to walk the plain of stone faces alone. It would only be a matter of time before Curse would either be killed by a monster or become one herself.

Curse is designed to be part of the upcoming Wanderer System. The Wanderer System is an optional system that introduces a unique visitor, and their narrative, to the settlement. Assist her and she may join you on the hunt, reject her and watch a different story unfold. Curse brings a entire narrative that is told over the course of multiple story events. Players will experience branching story paths and multiple different endings.

What's in This Wanderer

This wanderer is designed to be added to the *Kingdom Death: Monster* core game. It includes new cards and was designed with the intention for players to be able to enjoy the content needing only the book. The last pages of the book are designed for print and play. Other than those cards, the components inside the core box are all you will need.

Upgrade Your Core Game

Upgrading your core game requires nothing more than this book and printing off the included cards on the last pages.

Current or New Campaign

This wanderer is designed to be added to the *Kingdom Death: Monster* core game. This wanderer may also work in other campaigns. Campaigns must include the Butcher (that has a level 2 encounter in lantern year 16), the King's Man (that has a level 2 encounter in lantern year 19), and the Watcher as a core monster. This wanderer may never be added to a People of the Stars campaign.

To add Curse to your current campaign, add 🕮 **The Final Girl** (a story event found in this book) to Lantern Year 16 on the timeline. If your campaign is beyond Lantern Year 16 you can not include this wanderer.

New Rules

Alternate Pages Included to Use with King's Coin Expansion

Curse can be used with the CCG King's Coin expansion. When rolling on a Nemesis Rewards table, instead use the Reward results in the King's Coin expansion book for dice rolls only, all other rewards stay the same. This rule applies to all events except **A Noble Return** and **Off With Their Heads**. In addtion to this, some story events have alternate pages included after the **Spoilers** section. These events will be referenced by **(KC)** while playing. Only use the **(KC)** page when including the King's Coin expansion.

Special Hunts

Curse includes story events that have a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**. When survivors land on the **Overwhelming Darkness** space, they instead resolve the event included in the special hunt. Survivors may not pass over this space and must stop to resolve the event.

Story Events Added to the Timeline With Notes

Curse includes a narrative with branching story paths. As the player progresses through the story, they will be presented with many choices. These choices have an impact on the narrative that is told. Consequences of their choice will be added to the timeline along with a story event. When instructed the player must add the note to the corresponding story event. For example: Add 🕮 **Story Event** to the next lantern year with the note (**Note**). This is then added to the timeline as 🕮 **Story Event (Note)**.

What Models to Use?

There are no dedicated models for Curse from Adam Poots Game, LLC. Use the model the fits the narrative you experience that is included in the core game. If you own other Kingdom Death models outside the core game, this expansion includes the opportunity to use Young Rachel, Lantern Guard - Male, Lantern Guard - Female, Pinup Butcher, and Pinup Kingsman.

THE FINAL GIRL

The settlement is awoken by blood curdling screams.
A lone survivor flees in the direction of the settlement.

If there are any other nemesis encounters on the timeline this year, resolve this event before departing for the showdown against the Butcher.

Clad in armor and wielding a lantern halberd, the girl falls to her knees before the residents of the settlement. Speaking a language no one can understand, you are inclined to believe she is begging for help. Drenched in what appears to be her own blood you can tell she may not survive without aid.

Suddenly, a familiar figure slowly walks into view. A monster thought to be a singular event has returned. The rage fueled instrument of death makes its sequel appearance. Does it just want the girl or is it here for more?

Nominate one survivor to choose whether to **reject** or **save** the girl. All **departing survivors** gain +1 courage. If the nominated elects to **save the girl**, they gain the following ability based on their gender: A male survivor gains **Knight in Shining Armor**, a female survivor gains **Big Sister Instinct**.

Knight in Shining Armor/Big Sister Instinct: When a female survivor gains the priority target token, you may gain it instead.

Reject the Girl - roll 1d10

The **nominated survivor** pushes the girl in the direction of the Butcher. Coming as a shock to everyone, the girl proves to still have some fight left in her. She lashes out and attacks the nominated survivor:

1 2

Blood is everywhere. Her attack severely injures the **nominated survivor** and during the chaos, she escapes. Roll 1 hit location die and suffer a random severe injury to that location. **Departing survivors** gain +5 insanity. At the start of the showdown, the monster gains +1 accuracy token.

3 4 5 6 7

The girl is weak and her attack is avoided by the **nominated survivor**. She falls to the ground after the futile swing. The Butcher stands menacingly over her for a moment before turning its attention to the **nominated survivor**. It is more interested in threatening prey. The girl uses the opportunity to escape! The **nominated survivor** gains the **Monster Panic** disorder, +1 understanding, and must depart for the next showdown. **Departing survivors** gain +2 insanity.

8 9 10

Impossible! The girl deftly evades both the Butcher and the **nominated survivor**. She slips back into the darkness as if she were invisible. The **nominated survivor** is deeply inspired by her silent movements and gains the **Zero Presence** secret fighting art.

After the showdown, 🕮 **Search the Area**.

Save the Girl - roll 1d10

The **nominated survivor** rushes the girl into the settlement. She continues to speak a language no one understands:

1 2

Carrying the girl drenches the **nominated survivor** in blood. The **nominated survivor** gains the **Rageholic** disorder and must depart for the next showdown.

3 4 5 6 7

The **nominated survivor** knows the girl needs urgent care. The **nominated survivor** gains the **Double Dash** fighting art.

8 9 10

The **nominated survivor** is inspired by the girl's resolve. They feel as if they are destined to survive. The **nominated survivor** gains the **Last Man Standing** fighting art and the **Immortal** disorder.

After the showdown, 🕮 **Tend to the Girl**.

SEARCH THE AREA

Shocked that the girl is still able to move, the survivors look for a trail.

The attempt to appease the Butcher by returning his prey did not work. The girl attacked the survivors and ran. This caused the Butcher to attack the settlement. While the survivors deal with the aftermath of the fight they decide to try and locate the girl. Was this all just part of a clever ploy to escape from the Butcher and save her own life?

The **returning survivors** try to **Locate the Girl**. If there are no **returning survivors** nominate one survivor to **Locate the Girl** instead. This survivor does not gain the **returning survivor** benefits.

Locate the Girl - roll 1d10

1

Frantically searching as fast as they can, covering as much ground as possible, the girl is found lying in what looks like acid. She looks different and is wearing a new plackart. The **returning survivor** who landed the killing blow grabs the girl by her wrist and drags her into the settlement. This survivor gains +1 permanent movement. Add 🕮 **Judge the Girl** to the next lantern year.

2 **3** **4** **5**

The amount of blood scattered around makes it impossible to define a trail. The **returning survivor** with the least amount of hunt experience gains the **Indecision** disorder. Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

If any returning survivor has the **Explore** ability, they will not be deterred and keep looking.

Proceed to the 6, 7, 8, 9, 10 result!

6 **7** **8** **9** **10**

The survivors find a trail of blood leading into the darkness. The girl has found a way to escape death. Stunned, the survivors return to the settlement to decide how to proceed. There is no telling how deep into the darkness she went.

The **returning survivor** with the most hunt experience gains the **Strategist** fighting art and +1 courage.

All **returning survivors** gain +2 insanity.

Add 🕮 **Trail of Blood** to the next lantern year.

TEND TO THE GIRL

Efforts to save the girl are halted as her body is encased by a plackart.

The encounter with the Butcher has left the girl in critical condition.
Her back wounds are deep and she lies motionless on the floor of an empty hovel.
Underneath the dried red-black fluid that appeared to be blood, the survivors notice her face is scarred.
Curious, a survivor wipes away the fluid, revealing the scars to be old, too old to be caused by the Butcher.

↓

Suddenly, the sound of a horrific crunch can be heard, and the girl's rib cage bursts from her chest.
She violently springs from her unstable condition and begins to vomit. What appears to be acid
pours from her wounds and chest, encasing her body, and solidifying into armor.

↓

Shocked and afraid the girl flees from the hovel and toward the settlement entrance. The survivors give chase
as she stops just outside the settlement. The girl is in a panic, looks confused, and most of all, scared.

The group must choose one.

Calm the Girl And Let Her Stay

The survivors watch as the girl falls to her knees, exhausted from her adrenaline rush. With open arms, the settlement welcomes her to stay. Add 🕮 **Without Words** to the next year on the timeline, roll 1d10.

If you nominate a survivor with the **Knight in Shining Armor** or **Big Sister Instinct** ability, in place of rolling you may treat your roll as a Lantern 10.

1d10	Result
1 - 5	Nominate up to 4 survivors. They maintain their distance and warmly gesture for her to return. When her emotions calm, the girl decides to come back to the settlement. Each gain +5 survival.
6 - 10	Nominate a survivor. They are perfect at communicating via gestures and movements. The girl's spirits are lifted. Gain the **Hyperactive** disorder, the **Leader** fighting art, +1 understanding, and +5 survival.

Grab the Girl Before She Escapes

The survivors rush the girl before she can flee into the darkness. The settlement fears what she may become if allowed to escape. Better to deal with her now. Add 🕮 **Judge the Girl** to the next year on the timeline, roll 1d10.

If the settlement has the **Conviction Principle: Barbaric**, in place of rolling you may use 10 as your result.

1d10	Result
1 - 5	Nominate up to 4 survivors. They surround the girl and return to the settlement with her. Each gain +2 insanity and +2 survival.
6 - 10	Nominate a survivor. They quickly grab the girl by the wrist before she can escape. Blood from the girl's wrist spreads onto the nominated survivor. They gain the **Rageholic** disorder, +5 insanity, and +5 survival.

JUDGE THE GIRL

At the end of her own blade, the girl helplessly awaits their deliberations.

The settlement is filled with heated debates about what to do with the girl. Many argue she should be killed for luring the Butcher to the settlement. Some fear what her transformation will bring upon the settlement. Others feel the girl should receive mercy. Some even praise her ability to fight a Butcher alone.

Priding themselves on their settlement principles, survivors will present arguments for and against killing her. Find your settlement's **Principles** in the settlement innovation deck and select three (if fewer, select as many as possible). **Nominate one survivor** for each selected principle and find a majority using the tables below. The table with the most selected principles will **Decide the Girl's Fate**.

Arguments the Girl Lives

Collective Toil
The settlement is strongest with more people. If the girl lives, the survivor presenting the argument gains the **Strategist** fighting art.

If the girl is killed, the survivor presenting the argument gains the **Quixotic** disorder.

Survival of the Fittest
The settlement is strongest with strong people. If the settlement decides to let the girl live, the survivor presenting this argument gains the **Mighty Strike** fighting art.
If the girl is killed, the survivor presenting this argument gains the **Prey** disorder.

Graves
The settlement uses graves to honor life. If the settlement decides to let the girl live, the survivor presenting this argument gains the **Unconscious Fighter** fighting art.
If the girl is killed, the survivor presenting this argument gains the **Immortal** disorder.

Romantic
The settlement believes life should be celebrated. If the settlement decides to let the girl live, the survivor presenting this argument gains the **Thrill Seeker** fighting art.
If the girl is killed, the survivor presenting this argument gains the **Anxiety** disorder.

Add 🕮 **A Second Chance** to the next year on the timeline.

Decide the Girl's Fate

If the settlement **decides to kill the girl, nominate one survivor to be her executioner**.

Arguments the Girl Dies

Accept Darkness
The settlement is resolute in its role to kill monsters like this girl. If the settlement decides to kill the girl, the survivor executing her gains the **Timeless Eye** fighting art.
If the girl is spared, the survivor presenting this argument gains the **Weak Spot** disorder.

Protect the Young
The settlement must protect those who matter most. If the settlement decides to kill the girl, the survivor executing her gains the **Leader** fighting art.
If the girl is spared, the survivor presenting this argument gains the **Fear of the Dark** disorder.

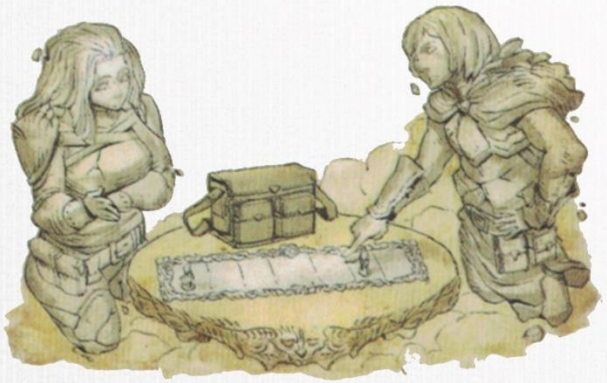
Cannibalize
The settlement will gain from the girl's death. If the settlement decides to kill the girl, the survivor executing her gains the **Combo Master** fighting art. Resolve 🕮 **Last Meal** right now.
If the girl is spared, the survivor presenting this argument gains the **Binge Eating** disorder.

Barbaric
The settlement must show strength over this monster. If the settlement decides to kill the girl, the survivor executing her gains the **Mighty Strike** fighting art.
If the girl is spared, the survivor presenting this argument gains the **Rageholic** disorder.

🕮 **A Spreading Curse**

TRAIL OF BLOOD

The settlement convenes to weigh their options.



Deliberations within the settlement take place as the lantern year begins anew. All the available choices must include hunting a quarry, as without food the settlement will perish.

The question is, what do they do with the girl when she is found? If the hunting party does find her, would she want their help, or would she just attack them? This leaves the settlement with the choice between following the trail or hunting as normal. A third more devious option also finds it way to the table.

Nominate one survivor with the ability to depart this lantern year and **Choose one of the three options**.

Choose one of the three options.

1

The hunting party is tasked with following the trail of blood and bringing the girl back to the settlement. The settlement has gathered up some extra supplies that may prove useful if they find her.

Gain one **Bandages** gear. The **nominated survivor** must depart. All **departing survivors** gain the **Honorable** disorder, +2 insanity and the following ability: **Unwavering Determination**.

Unwavering Determination: When you **depart**, gain +1 reroll token. You may spend this token to reroll a single result during the hunt phase.

Before selecting a quarry this lantern year 🕮 **Search Party** or 🕮 **Search Party (KC).**

2

The survivor details the current situation the girl finds herself in. It is a tremendous risk to allow the hunting party to follow the trail of blood. Going after the girl gives the survivor a very bad feeling.

The **nominated survivor** gains the **Extra Sense** fighting art.

All **departing survivors** gain +1 understanding.

Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

3

The hunting party will follow the trail of blood, find the girl, and bring her back. This survivor plans to kill the girl when they find her as bringing her back is more difficult.

The **nominated survivor** gains the **Crazed** fighting art and the **Secretive** disorder.
The **nominated survivor** must depart. All **departing survivors** gain +2 insanity.

Before selecting a quarry this lantern year 🕮 **Seek and Destroy**.

WITHOUT WORDS

The girl tries desperately to convey a message to the survivors.

The girl seems to be overjoyed by the settlement's willingness to overlook her curse. Survivors try to help her in any way they can. Gifting her with spare bandages, helping find a way to clean herself off, and even returning the lantern halberd. Without the ability to speak to her the settlement needs to ensure it conveys a clear welcoming message.

Suddenly the girl seems to be troubled by something. A sign of panic fills the girl's face and she dashes toward the departing hunting party. She begins to speak very quickly, seemingly forgetting that no one will understand her. The departing survivors attempt to calm her and motion for her to slow down. The girl begins to sway back and forth, rocking her arms while they are in the cradle position. She begins to swing her halberd while holding it by the axe head, appearing to mimic the Butcher's attacks.

The departing survivors have some trouble deciphering the message. As they try to gather the meaning, the girl picks up some monster bones and smiles. It has become clear that she wants to go on the hunt. The survivors are now faced with some choices. What gestures do they follow up on? Is it even a good idea to take the girl on a hunt in her condition?

Nominate one survivor with the ability to depart this lantern year and **Choose one of the three options**.

Choose one of the three options.

1

The nominated survivor gestures back to the girl with the same Butcher mimic. She gestures back by first cowering and then more Butcher swings. What follows is a complete conversation using only gestures between the girl and the departing survivors. They gather she wants to take them to a most interesting place. If the nominated survivor has the **Big Sister Instinct** ability, they gain +1 understanding.

The **nominated survivor** must depart. All **departing survivors** gain max survival and the following ability:
Tactical Signals.
Tactical Signals: You may encourage **deaf** survivors. You may encourage with a **Shattered Jaw**.

Before selecting a quarry this lantern year 🕮 **Hidden Secrets**.

2

The nominated survivor makes gestures of great pain and injury. Motioning blood pouring down their face. Makes a face of agony and mimics crying. The other departing survivors refuse to take the girl on the hunt and motion for her to return to the settlement.

The **nominated survivor** gains the **Tough** fighting art. All **departing survivors** gain +1 understanding.

Add 🕮 **A Second Chance** to lantern year 18 on the timeline.

3

The nominated survivor mimics the cradle position with their arms. The girl becomes ecstatic and hugs the nominated survivor. She then begins to collect stone fragments into a large pile. She smiles and gestures to the pile triumphantly. She then gives each departing survivor a stone fragment. Does this indicate she will lead them to gifts? If the nominated survivor has the **Knight in Shining Armor** ability, they gain +1 understanding.

The **nominated survivor** gains the **Crossarm Block** fighting art. The **nominated survivor** must depart. All **departing survivors** gain +1 understanding and +2 insanity.
Before selecting a quarry this lantern year 🕮 **Lost Loved One** or 🕮 **Lost Loved One (KC).**

A SPREADING CURSE

The survivors witness the inescapable loop this curse will bring.

The executioner's body begins to sweat and their flesh bubbles with extreme heat. Killing the girl acted as a catalyst for the curse to spread. Survivors watch as the executioner's bones shatter and reform in the shape of plated armor. Just like with the girl, the settlement is faced with the executioner's dilemma. The settlement must now judge one of their own. Make a choice for how to deal with the curse's most recent victim.

Exile

As instructed, the girl's executioner carried out the settlement's wishes. Using her own lantern halberd, they decapitated the girl with one mighty strike. It was this group decision that led to the curse spreading to the executioner. A decision deemed best for the settlement and not for the individual.

Now the settlement has decided to exile the girl's executioner. They fear the inevitable change and the monster the survivor will eventually become. This survivor will be forced to walk the plain of stone faces and live in the darkness forever.

The survivor can no longer be controlled by a player. They are dead. Do not gain the benefits from the settlements death principle. Do not discard their record sheet until after lantern year 19.

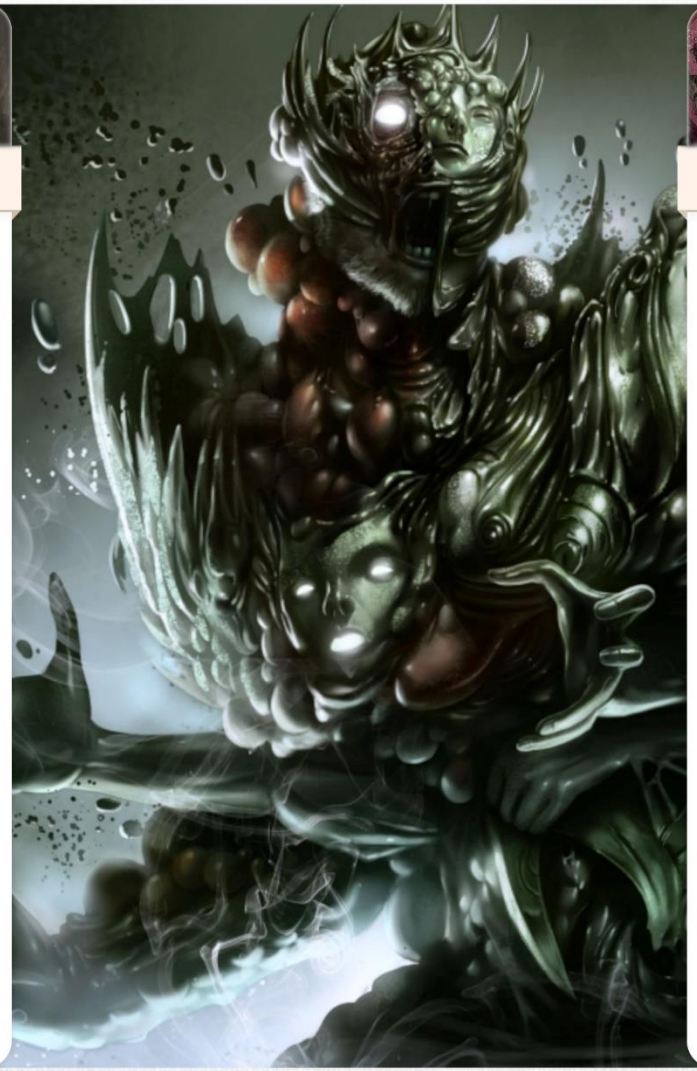
If the settlement has the **Accept Darkness** Society Principle, you may select the result of your choice. Otherwise, you must select the result based on the survivors current insanity.

If the survivor is **Insane** they have troubling accepting this fate. Killing the girl was something the entire settlement agreed upon. The survivor views exile as a punishment. One made by weak cowards doing so out of fear. Being a monster is not something to be feared. This survivor will give the settlement something to truly fear. Time in the darkness brings out the monstrosity in all survivors.

Add 🕮 **Off With Their Heads** to lantern year 19 on the timeline.

If the survivor is not **Insane** they understand the choice the settlement made. When the curse takes complete control, the survivor will turn into a monster that has lost all of its humanity. The survivor accepts exile and will find a way to lessen the threat they now present. Time in exile might present an opportunity to save the settlement from the future threat they will become.

Add 🕮 **A Noble Return** to lantern year 19 on the timeline.



Allow Them to Stay

As instructed, the girl's executioner carried out the settlement's wishes. Using her own lantern halberd, they decapitated the girl with one mighty strike. It was this group decision that led to the curse spreading to the executioner. A decision deemed best for the settlement and not for the individual.

A large group of survivors watches as the executioner falls to the ground after killing the girl. The curse takes hold and begins to manifest itself in the new host. The executioner must now be judged as the girl was. Unlike the girl, the settlement has decided that this curse victim can stay in the settlement.

The executioner knows that their time is limited as they slowly become a King's Man. They will try to do as much as they can for the settlement before their humanity is completely lost.

The survivor can no longer be controlled by a player. They are dead. Do not gain the benefits from the settlements death principle. Do not discard their record sheet until after lantern year 19.

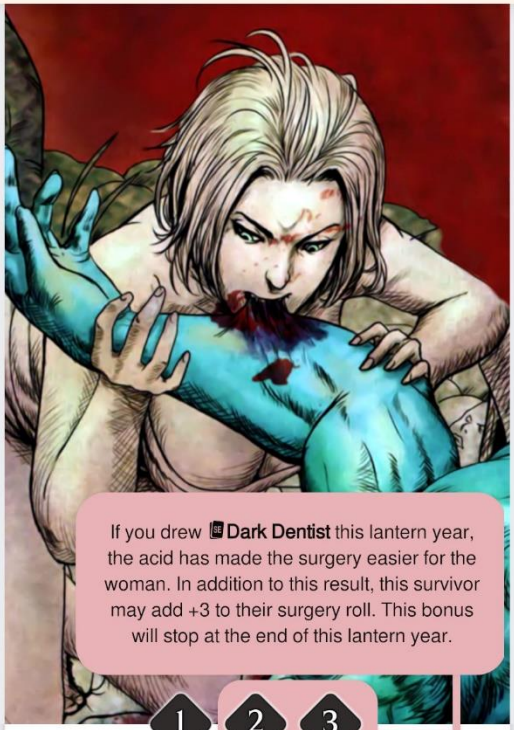
Add 🕮 **Giving Back to the Settlement** to the next lantern year.

LAST MEAL

The lifeless body of the girl is harvested for resources.

Eager survivors watch as the headless body of the girl falls limp to the ground. As the executioner walks away, a mad rush begins. Nominate one survivor to be the first to reach the body and roll 1d10.

Nominated Survivor - Roll 1d10



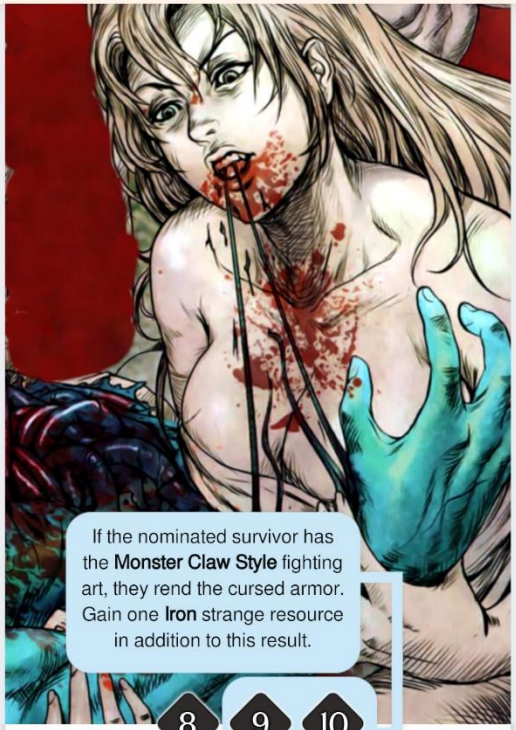
If you drew **Dark Dentist** this lantern year, the acid has made the surgery easier for the woman. In addition to this result, this survivor may add +3 to their surgery roll. This bonus will stop at the end of this lantern year.

1 2 3

The nominated survivor hastily reaches the body first and tears into it with their teeth. Gouts of blood fill the survivor's mouth. The curse has affected the girl's blood, turning it to acid. Suffer the **shattered jaw** severe injury.

4 5 6 7

The nominated survivor approaches the girl's body and begins to rip pieces from it. Gain one random basic resource. If the settlement has **Fist & Tooth Mastery**, instead proceed to the 8, 9, 10 results.



If the nominated survivor has the **Monster Claw Style** fighting art, they rend the cursed armor. Gain one **Iron** strange resource in addition to this result.

8 9 10

The nominated survivor notices dissolving stone faces near the body. They cautiously inspect the corpse. Her blood is acid! Gain the **Acid Palms** ability and one random basic resource.

Acid Palms: Add 1d10 strength to wound attempts when attacking with Fist & Tooth.

SEARCH PARTY

A search party departs to find the girl.

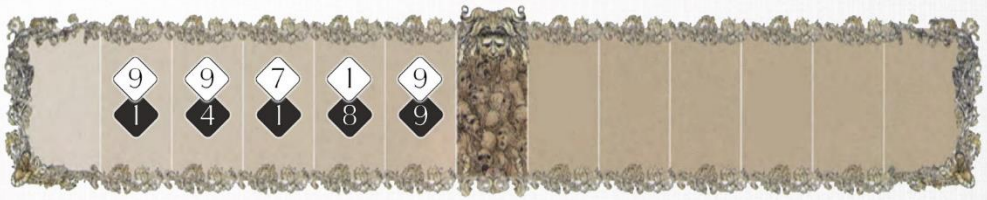
A new lantern year has begun since the girl fled into the darkness. Being in her condition means that she will have to avoid monsters. This leads the hunters to believe the trail will be relatively safe and hazard-free. The only hurdle will be staying sane while searching for her.

Upon finding the girl the hunters will attempt to stabilize her condition.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. If any of these hunt events instruct you to roll a new event, do not. Ignore the instructions and move to the next hunt event space. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **Immediate Medical Attention**. Survivors may not pass over this space and must stop to resolve the event.



Immediate Medical Attention

The trail was hazard-free, just as the hunters expected. This trail proved to hold many secrets the survivors will learn lessons from. The dead weed, the strange relic, and the massive portcullis are all things the settlement could gain great knowledge from.

The hunters prepare to enter the overwhelming darkness just beyond the portcullis. As they do, they are surprised to see the girl collapsed just behind the massive door. She must have been using it as a sort of cover or perhaps she was drawn to it just as the party was. They rush over to discover that she is unresponsive, bleeding out, in a near-fatal condition.

Nominate a survivor to **Stabilize the Girl**.

Stabilize the Girl - roll 1d10

1 2 3

The Butcher's cleaver split the girl's back wide open. Nothing can be done. The **nominated survivor** gains the **Weak Spot (Chest)** disorder. Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

If any of the survivors have **Bandages** they can save her.
Proceed to the 4, 5, 6, 7 results!

4 5 6 7

The **nominated survivor** is able to stop the bleeding and stabilize the girl's condition. Still in no condition to fight back or move, the survivors must bring her with them as they finish their hunt. All survivors gain a -1 movement token. If there are any **returning survivors** add 🕮 **A Second Chance** to the next lantern year, if not, add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

8 9 10

The **nominated survivor** is able to stabilize the girl and improve her condition. She begins to speak, however, the language barrier still presents a failure to communicate. The hunters can gather that she seems to be ecstatic and extremely thankful. The **nominated survivor** displayed surgical precision and gains the **Ambidextrous** fighting art. Add 🕮 **A Second Chance** to the next lantern year.

If the survivors found the dead weed in hunt event 18, they have an extra dose!
Proceed to the 8, 9, 10 results!

SEEK AND DESTROY

The hunting party departs with the intent to kill not one but two different quarries.

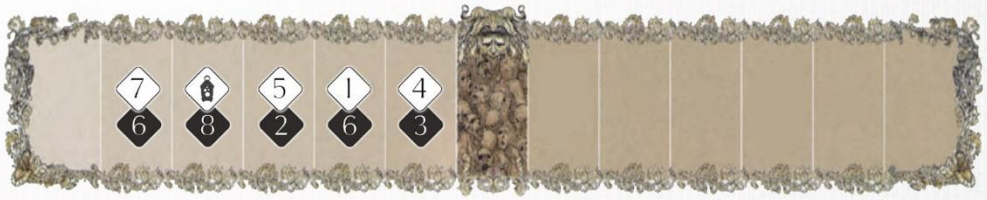
A new lantern year has since begun and there has been no sign of the girl. Being in her condition means that she will have to avoid monsters. This leads the hunters to believe the trail will be relatively safe and hazard-free. The only hurdle will be staying sane while searching for her.

Upon finding the girl the hunters will kill her, take her armor and weapons, and then continue on the way to their second quarry. Leaving her alive is a liability to the settlement.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. If this quarry includes hunt board setup rules involving the **Overwhelming Darkness** space, ignore them, Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **End of the Line**. Survivors may not pass over this space and must stop to resolve the event.



End of the Line

This trail has been difficult on the minds of the hunters. Horrible dreams and strange wailing smoke tested their sanity. Madflies fueled their rage and drove them berserk. Some experienced night terrors so bad they would thrash around in their sleep. Finding the the dead monster might have implied that the girl is still alive.

The hunters enter the overwhelming darkness where the blood trail ends. Within moments they find the girl resting against a giant stone face, sharpening the axe head of the halberd with a shiny rock. Her condition has improved, in a manner of speaking, as she seems to be wearing some new armor. Her lantern halberd has been damaged and the axe top can be seen tied to her arm with some cloth. The shaft has been repurposed into a spear and lays at her side. The path she took to get here nearly drove all the hunters berserk and all humanity might be lost within the girl.

Nominate a survivor to choose the party's next course of action. Calmly Approach, **Leave Her Alone**, or Stick to the Plan.

Calmly Approach - roll 1d10

1 2 3

As the group approaches, the **nominated survivor** becomes anxious. The girl detects this, the parley fails and she runs off. The **nominated survivor** gains the **Anxiety** disorder. Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

4+

The group approaches with their hands up. She studies their mannerisms. Placing their weapons on the ground they slowly sit with the girl. Eventually, the girl feels comfortable hunting with the group. 🕮 **Risk Aversion** after the showdown this lantern year.

Leave Her Alone - roll 1d10

1 2 3

The girl appears to be eating the organs of that monster she killed. Those organs look and smell terrible. The **nominated survivor** gains the **Squeamish** disorder.

4+

It would appear the girl is back in peak fighting condition. This was meant to be a stealthy kill, not a fight. They slip away, seemingly unnoticed. The **nominated survivor** gains the **Quixotic** disorder.

Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

Stick to the Plan

What perfect timing! The girl is resting after her fight with the monster. The group can just sneak up and kill her off.

🕮 **Assassinate the Girl**.

HIDDEN SECRETS

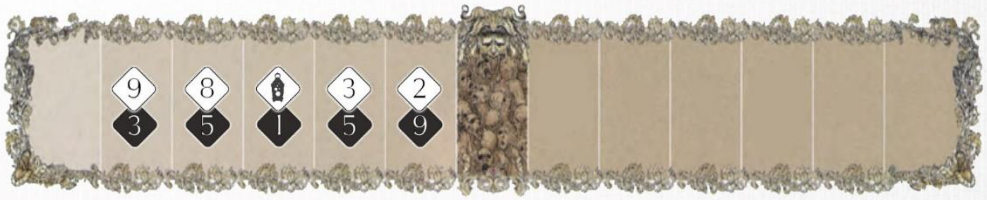
The hunting party departs with the girl to learn about the Butcher.

The girl is leading the hunting party to some unknown location. Hopefully, the events play out differently this time and do not result in a Butcher being led back to the settlement.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

If asked to roll a new hunt event, dont, instead end the current event and move to the next space. When survivors land on the **Overwhelming Darkness** space, they instead resolve **Into the Catacombs**. Survivors may not pass over this space and must stop to resolve the event.



Into the Catacombs

1 2 3

The pair find themselves in a vast chamber. Golden sarcophagi are strewn about like rubble. The girl runs into a small room. Not wanting to be left alone, the survivor follows. Suddenly the door to the room slams shut, cutting the rope. Everything in this room, aside from a very large shiny rock, has been reduced to splinters and powder. The girl and the survivor are trapped. The pair is left for dead. Add 🕮 **Forsaken King's Man** to lantern year 19. Save the nominated survivor's record sheet unitl after that event. 🕮 **Silver Lantern**.

4 5 6

The pair rappel into a vast chamber. The girl runs off and quickly returns with a large shiny rock. She must really love this rock! Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**).

7+

The pair rappel into a vast chamber. The girl runs off and quickly returns with a large shiny rock and a weird jar. She must really love this rock! Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**). The nominated survivor opens the jar.

The girl stands at the edge of a giant sinkhole. This must be the reason she brought them here. **Nominate a survivor** to descend with the girl. They remove thier gear to lighten the load, tie a rope around themselves, and descend.
Roll 1d10.

If a survivor has the **Big Sister Instinct** ability, they feel responsible to hold the rope for the girl. If they are not nominated to descend, add -3 to your roll result. If they are nominated, add +2 to your roll result.

Open the Jar

The girl motions for the survivor to upend the jars contents onto their head. The jar is filled with a red-black fluid that resembles the girl's blood. After a moment their whole body is covered and their mind sees only visions of rage.

They gain the **Butcher's Blood** ability.

Butcher's Blood: On **Arrival**, for every 10 insanity you have, gain a +1 speed and +1 strength token.

SILVER LANTERN

A silver lantern flies through the air.

The survivors pull the rope up from the vast chamber at the bottom of the sinkhole. Without the added weight of the two survivors, this is a simple task. They peer down the sinkhole one last time, hoping to see some sign of their two lost party members. If any survivor has the **Big Sister Instinct** ability, they gain the **Traumatized** disorder. As the group waits at the edge, gazing into the maze of catacombs, they notice what appears to be small silver lanterns flying around.

Darting in and out of cracks, the lights have a very ominous presence to them. It was a good choice not to venture into the rooms below. Entranced by these lights, the survivors take a moment to watch them dance in the darkness. This is when they notice that one of the lights is larger than the others. It is light from a lantern, however, they can't make out the **Figure in the Lantern Light**.

Figure in the Lantern Light

A young girl is seen chasing one of the lights. As the light darts into a crack, the girl scans the edge of the sinkhole for a way down. The survivors worry the young girl will meet the same fate their party members did. They attempt to get the attention of the young girl while rushing over to her.

The survivors introduce themselves as the hunting party for their settlement. They warn her of the danger that may lurk in the catacombs below. "Unknown monsters stalk those chambers, it is far too dangerous to go alone." The young girl does not respond, she appears to be just as entranced by the lights as the survivors were. One survivor asks her name, another asks about her parents, another about her settlement. The questions lead nowhere and garner no response. She appears to suffer from total brain lock.

Language must be the hurdle, much like the girl the butcher chased. With one last attempt, a survivor offers the girl some of their hunt rations and tells her they will protect her from the monsters. They are hunters after all. Finally, in a faint whisper, the girl tells them her name is Rachel. If any survivor has the **Big Sister Instinct** ability, they share the rations.

Start a new survivor record sheet. The girl's name is Rachel, gain +1 survival for recording her name, she has the **Traumatized** disorder, and the **Creature Comfort 1** secret fighting art. The survivor has 2 ranks of **Whip** proficiency, 2 Hunt XP, 1 accuracy, 1 strength, 1 evasion, +1d10 survival, +1d10 insanity, +1d5 understanding and +1d5 courage. Resolve any milestones reached immediately. If a survivor with **Big Sister Instinct** shared rations with Rachel, both her and that survivor gain the **Synchronized Strike** secret fighting art.

Roll 1d10 on the tables below for additional bonuses granted to this new survivor. Start with **Table 1** and resolve any milestones before rolling on **Table 2**. When this is complete resolve **Table 2** and reslove any milestones reached.

This survivor's current gear grid contains **Ring Whip**, **Lucky Charm**, **Cloth** and **Lagomorph Lantern**. The hunting party takes a moment to gather all the gear. You may now rearrange your gear grids and swap gear. Do not archive any overwritten gear, instead, return it to the settlement storage. This includes the new survivor's gear grid and gear.

At the end of the showdown, if this survivor is still alive add 🕮 **Scary Dreams** to the next lantern year.

Table 1

1	Gain 1 random disorder.
2 3	Gain 1 random disorder and +1 Hunt XP.
4 5	Gain 1 random fighting art.
6 7	Gain +2 Hunt XP and 1 random fighting art..
8 9	Gain +4 Hunt XP and 1 random fighting art.
10	Gain +4 Hunt XP, 1 random fighting art, and +2 weapon proficiency.

Table 2

1	Gain 1 random disorder and +1 Hunt XP.
2 3	Gain +1 accuracy.
4 5	Gain +1 accuracy and +2 Hunt XP.
6 7	Gain +2 accuracy and +2 Hunt XP.
8 9	Gain +2 accuracy, +1 luck, and +2 Hunt XP
10	Gain +2 accuracy, +2 luck, and +2 Hunt XP.

LOST LOVED ONE

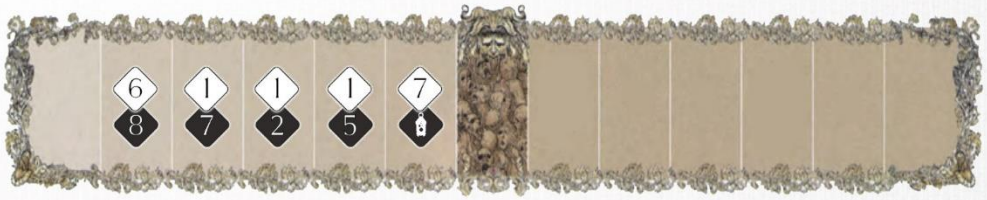
The hunting party departs with the girl to search for something she lost.

The girl is leading the hunting party to some unknown location. From what they could gather from her gestures, they assume she needs help returning to her former settlement. Perhaps she is a mother and wants to return to her child. The survivors also expect that they will be rewarded for their assistance.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **Secret Stash**. Survivors may not pass over this space and must stop to resolve the event.



Secret Stash

The girl seemed very familiar with the tomb the survivors found. She was completely uninterested in what was inside. The hunting party had never seen something so elegant and wished to spend more time with the murals. Anxious, the girl rushed them along and herded them forward toward her destination. A short distance away the party reaches yet another tomb. This one was in a much worse state and depicted a monster the survivors had never seen before. The girl is very interested in this tomb, to the point that she breaks down in tears before it. Members of the party console her, some survey the area, while others enter the tomb. Inside they find murals depicting survivors that share similar scars to the girl. Much of the interior of the tomb is also charred and badly burned. Whatever was inside must have been radiating with intense heat. Unknowingly the girl escaped this tragic fate that befell her peers. If any survivor has the **Knight in Shining Armor** ability, they spend extra time consoling the girl. The pair explore the ruins and strengthen the bond they share. The survivor gains the **Analyze** and **Matchmaker** abilities. For each one of these abilities the survivor already has, they instead gain +1 understanding.

It has become overwhelmingly clear that this is the girl's old home. Now it is just a monument to the story of this monster. Able to compose herself, she brings the hunters to a secret hovel on the outskirts of the settlement. This must be what she brought them here for. Nominate a survivor to enter the hovel with the girl and roll 1d10. In addition, if you resolved basic hunt event 15, **Steel Jaws**.

The hovel is completely filled with pouches, gear, and rocks. The girl is a hoarder. The gear is broken, all but one very fine silk garment. She is overly ecstatic, hugging the garment and the large stone. Gain the **Chosen Vestments** rare gear. She must love that rock! Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**).

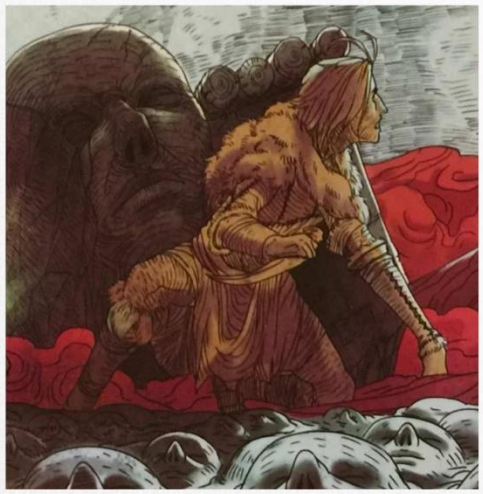
The girl is a hoarder. She stashed resources here for a long time. Everyone fills their hands with loot. Gain random resources equal to half the roll result (rounded down) from a monster deck that is not your quarry. She is very ecstaticly hugging the garment and large stone. Gain the **Chosen Vestments** rare gear. Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**).

Steel Jaws

When the hunting party sprang the man-trap the girl wanted to keep it. Now that they have learned she is a hoarder, they understand why. She gestured to the event revealer that she would trade them something in return. The hovel has a hidden compartment built into the walls! Reaching into it the girl removes a small iron item. Record the **Portcullis Key** on the settlement record sheet. If the settlement already has a key, gain 1 **Iron** instead. If the event revealer suffered the **dismembered leg** severe injury, the girl happily helps. She carves a prosthetic limb from the stone in the hovel, remove the injury and gain 1 **bone** basic resource.

ASSASSINATE THE GIRL

These individuals' brains are on fire with the feeling to kill,
and it will not go away until their plans are fulfilled.



The girl is sitting against a giant stone face. She is either busy sharpening the axe or is merely resting after her encounter with a monster. The plan is for the majority of the hunters to distract her while one moves around to the other side of the giant stone face.

Nominate one survivor to slip behind the stone face. With the girl distracted they climb to the top of the face and **Leap Out of the Dakness**.

Leap Out of the Darkness - roll 1d10

Not fooled, the girl senses the ambush. As the **nominated survivor** lunges the girl fluidly steps aside causing the survivor to miss and land at her feet. The girl quickly counters, decapitating the **nominated survivor**. Their neck erupts in a shower of gore. They are dead. This is the outcome the dreams and night terrors alluded toward. Not seeing the others as a threat the girl stands menacingly over the decapitated corpse of the nominated survivor.

The other survivors hide, gaining the **Post-Traumatic Stress** disorder and the **Spineless** nickname. Add 🕮 **Berserk King's Man** to lantern year 19 on the timeline. Save the **nominated survivor's** record sheet until after that event. Before advancing on the hunt board 🕮 **Distant Lantern Light**.

The girl is completely distracted by the hunters' confounding formation. The **nominated survivor** leaps from the stone face and drives their weapon into the girl. It pierces her back and sends a bone fragment directly into her heart, she dies instantly.

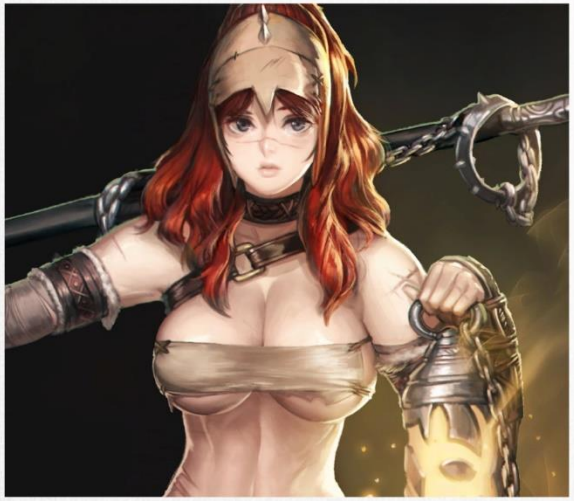
The plan seems to have gone off without a hitch. Everything the girl had now belongs to the hunting party. Gain the **Broken Halberd** and **King's Man Cleaver** rare gear cards. A feeling of tremendous accomplishment fills all the survivors. Each survivor gains the **Thrill Seeker** fighting art. The **nominated survivor** gains the **Boss** nickname and the other survivors gain the **Muscle** nickname.

The **nominated survivor** suddenly begins to sweat profusely and their flesh bubbles with extreme heat. The survivor must 🕮 **King's Curse**. (Doing this does not count against the limit of **regal** gear a survivor may gain in a single lantern year. You may still gain one more this lantern year.) The hunting party takes a moment to process these events. You may now rearrange your gear grids and swap gear. Instead of archiving any overwritten gear, instead return it to the settlement storage.

Remove any ⚔**Nemesis Encounter: King's Man** from lantern year 19 on the timeline. If the **nominated survivor** is alive at the end of the showdown, add 🕮 **A Regal Return** to the next lantern year and remove the 📜 from that year.

DISTANT LANTERN LIGHT

A faint light marches toward the hunting party.



The remaining survivors flee into the darkness and attempt to hide from the girl. Helpless, they watch as the girl begins to pile up the dead survivors gear into her own personal loot hoard. Then she picks up the decapitated head and begins to collect the face of the survivor. Unable to watch, the fearful survivors cover their eyes and turn away. Their minds wander and time slows to a crawl, the waiting is agony.

Suddenly a loud wail pierces the silence around them. The wailing is so loud the survivors reposition from covering their eyes to covering their ears. When the wailing stops, they peek out of their hiding spot and scan for the girl. She is gone, scared off by whatever made the sound. Fortunately for the survivors, she left without the gear.

The survivors rush to gather the gear as in the distance they notice the light from a lantern. It must be the girl's lantern halberd, she wants her loot. Spinelessly, the survivors decide to give up rather than be stalked endlessly. They fall to their knees as the light comes directly for them. The can't make out the **Figure in the Lantern Light**.

Figure in the Lantern Light

Surprised, the party is given a greeting they understand. This can't be the girl as she did not speak their language. Serene comfort over takes the survivors as this wanderer speaks to them. The wanderer is what remains of a hunting party tasked to kill a monster with horns taking on terrible twisted shapes.

The survivors introduce themselves as the hunting party for their settlement. Shocked, the wanderer questions why a hunt party would depart without lanterns. Confused by the question, they explain how the lantern hoard guides them home. A expression of horror comes over the wanderer, and they insist on helping with the hunt.

Start a new survivor record sheet. Give this survivor a name, +1 survival for being named, and select a gender. The survivor has 4 ranks of **Club** proficiency, 2 Hunt XP, 1 accuracy, 1 strength, 1 evasion, +1d10 survival, +1d10 insanity, +1d5 understanding and +1d5 courage. Resolve any milestones reached now.

Roll 1d10 on the tables below for additional bonuses granted to this new survivor. Start with **Table 1** and resolve any milestones before rolling on **Table 2**. When this is complete resolve **Table 2** and reslove any milestones reached.

This survivor's current gear grid contains the **Lantern Guard Club** and **Watch Lantern** rare gear cards, in addition to **Cloth** and **Frenzy Drink**. The hunting party takes a moment to reclaim all the lost gear. You may now rearrange your gear grids and swap gear. Do not archive any overwritten gear, instead, return it to the settlement storage. This includes the new survivors gear grid and gear.

If you wish you may change your hunt to this survivors quarry. The party will follow the same wails that lead this survivor out of their settlement. Clear the hunt board and change your quarry to 🕮 **Legendary Monsters - Mad Steed**. Setup the hunt board as that event instructs and begin on the **Overwhelming Darkness** space. Otherwise continue your hunt as normal.

At the end of the showdown, if this survivor is still alive permanently add the **Unconscious Epiphany** strain milestone card to the strain milestone deck and add 🕮 **Ultimate Predator** to the next lantern year.

Table 1

1	Gain 2 random Disorders.
2 3	Gain 1 random Disorder.
4 5	Gain 1 random Fighting Art.
6 7	Gain +4 Hunt XP.
8 9	Gain +4 Hunt XP and 1 random Fighting Art.
10	Gain +4 Hunt XP, 1 random Fighting Art, and +2 weapon proficiency.

Table 2

1	Gain 1 random Disorder.
2 3	Gain +1 strength.
4 5	Gain +2 strength and +2 Hunt XP.
6 7	Gain +2 strength and +4 Hunt XP.
8 9	Gain +2 strength, +1 evasion, and +4 Hunt XP
10	Gain +2 strength, +2 evasion, and +4 Hunt XP.

RISK AVERSION

For the greater good.

If the showdown ended in defeat, add
📖 **An Unexpected Return** to lantern year 19 on the timeline and end this event.

The hunting party takes a well-deserved break after successfully killing their quarry. They harvest the carcass and pack up as much as they can carry for the trip back to the settlement. Needing to regain strength for the return trip, the party feasts on the rest of the monster remains. They also share what is left with the girl.

Everyone on this hunt knew that letting the girl live posed a risk to the settlement. The plan was always to kill her, and this moment presents the perfect opportunity. While the girl feasts with the other survivors, nominate a survivor to execute a **Sneak Attack**.

Acid Palms - Add 1d10 strength to wound attempts when attacking with Fist & Tooth.

Burnt Nerves - You are immune to bash.

Sneak Attack

The girl is completely distracted by the feast. The **nominated survivor** unassumingly steps away from the group, decisively turning once they move past the seated girl, and drive their weapon into her back. It pierces her spine and sends a bone fragment directly into her heart, she dies instantly.

The plan seems to have gone off without a hitch. Everything the girl had now belongs to the hunting party. Gain the **Broken Halberd** and **King's Man Cleaver** rare gear cards. The **nominated survivor** gains the **Boss** nickname and the other survivors gain the **Muscle** nickname. All survivors with the **Muscle** nickname feel empowered by the quickly executed kill and gain +1 permanent strength and speed. They decide to paint the blood of the girl onto their bodies. Using some bones from their quarry as a crude brush, it only takes smearing blood on one body part to realize their mistake. The girl's blood is acid! These survivors must each roll one hit location dice and record the result from the given table.

The **nominated survivor** suddenly begins to sweat profusely and their flesh bubbles with extreme heat. The survivor must 📖 **King's Curse**.

Remove any ⚔**Nemesis Encounter: King's Man** from lantern year 19 on the timeline. Add 📖 **A Regal Return** to the next lantern year.

	The blood destroys your eye sight. Suffer the **blind** severe head injury and gain the **Burnt Nerves** ability.
	The acid burns your flesh. Suffer the **gaping chest wound** severe injury and gain the **Burnt Nerves** ability.
	What were you thinking? Suffer the **destroyed genitals** severe injury and gain the **Burnt Nerves** ability.
	The acid changes you. Suffer the **contracture** severe injury and gain the **Acid Palms** ability.
	The acid eats away at your knee. Suffer the **broken leg** severe injury and gain the **Burnt Nerves** ability.

SCARY DREAMS

They mostly come at night… mostly.

If Rachel is dead, do not resolve this event.

The survivors invite Rachel to return with them to the settlement, and she happily agrees. As the light from the lantern hoard becomes visible on the horizon, Rachel slows her pace. Overwhelmed and increasingly anxious, she begins to straggle behind in her approach to the settlement. The hunting party make attempts to reassure her that the settlement is safe, and eventually, they are successful. As a whole, the group enters the settlement.

Rachel is given a hovel all to herself, unfortunately, her past traumas keep her company. Her dreams are haunted by the ultimate predator that awoke from within her settlements' lantern hoard. Are all lanterns hoards just a cocoon for this monster? Traumatizing thoughts like this keep her awake and clutching her lantern. She must warn the settlement of the danger living inside the settlement's walls. If a survivor has the **Big Sister Instinct** ability, Rachel informs them first. They agree to investigate the lantern hoard with her and gain +10 insanity, +1 permanent evasion, and remove the **Traumatized** disorder.

A nervous hush falls over the settlement as Rachel tells the story of the Watcher. Slowly, the most daring survivors enter the vast chamber below the hoard, unknown and undreamed of. Slumbering in the center, they see the ultimate predator Rachel described.

Remove 🕮 **Watched** from the timeline.

The survivors decide they must craft the perfect weapon to prepare themselves. Rachel shares with them her settlements perfect fighting art. Gain the **Ultimate Weapon** and **Final Fighting Art** Innovations. This does not count towards your settlement's innovation total. When told to lose either **Ultimate Weapon** or **Final Fighting Art**, you lose both.

Starting with this settlement phase, the survivors may awaken and face the sleeping menace. You may move ⚒ **Nemesis Encounter - Watcher** to as early as lantern year 20. You can not move it to a year that already has a nemesis encounter on the timeline.

A SECOND CHANCE

The settlement gives the girl a new home and a second chance at life.

The girl has been invited to become part of the settlement. At first, she is treated more like an outsider than a resident. This is the direct result of her not being able to speak the same language as everyone else. With more time spent in the settlement, the more fluent in the language she rapidly becomes. By the start of the lantern year, she can speak the language as well as any survivor born there.

Now that she can communicate, the survivors become more welcoming. The once-abandoned hovel she now calls home is the most popular place to be within the settlement. The savory food smell and her advanced medical practices are a welcomed addition to settlement life. The settlement adds the **Steamed Crab Legs** dish as a permanent recipe option during 🕮 **Cooking**.

The regal gear is a constant reminder to her, and the settlement, that she is living on borrowed time. A silent hymn only she can hear ticks away the moments before the curse takes complete control. Soon her humanity will be lost and she will become a King's Man. Uneasy lies the head that wears the crown and the girl must find a way to protect her home.

Add 🕮 **Altering Fate** to the next lantern year.
If this event was added to the timeline with a note, add 🕮 **Forever in Love** to the next lantern year instead.

Before time with the settlement comes to a urgent end, the girl organizes a festival to be held as a celebration of the success. The gift of language must be celebrated and what better way than with stories. Survivors gather around as she entertains them with stories from all of her travels. Stories that shatter the reality as these survivors know it. Tales of faces amongst the stars and a Tyrant whose voice booms from a giant throne. The vivid description of a vast catacomb filled with golden sarcophagi. These stories coupled with the mouthwatering food make the festival almost complete. The only thing left to add is drum beats and dancing.

🕮 **The Festival of Language**

This lantern year survivors may spend endeavors doing many of the activities on offer at the festival. The festival ends at the end of the settlement phase and these endeavors may not be used again.

Steamed Crab Legs

- cooking recipe -

1 Crab Spider
1 Love Juice
1 Bone
1 Fresh Acanthus

Steam the crab spider over a nice bone broth so it comes out tender and flavorful. Remove the legs and place them in a bowl. Warm up the love juice and season it with fresh acanthus. This will create a great dipping sauce. Mouthwatering!

Benefit:
During the next Hunt phase, ignore **Starvation**. **Departing Survivors** gain a +1 accuracy token and +10 survival. A **Returning Survivor** (if any) may 🕮 **Intimacy**.

Love at First Sight

The relationship between the girl and her savior is the talk of the settlement. Any survivor with the **Knight in Shining Armor** ability, who can 🕮 **Intimacy**, may spend ✪ to 🕮 **Love at First Sight** once this lantern year.

THE FESTIVAL OF LANGUAGE

The settlement celebrates life.

Any survivor with the **Knight in Shining Armor** or **Big Sister Instinct** ability may add +2 thier rolls at the festival.

✪ Overcome the Urge to Dance

Requires **Forbidden Dance**

The girl is overcome by a powerful urge to dance at the festival. There is a rhythmic pounding in the back of her head controlling the tempo of her dance. Nominate a survivor to attempt to dance with her. She will only dance with the same partner once. Roll 1d10. On a 6+, they are able to grasp the pattern behind her fine movements. Gain the **King's Step** secret fighting art. Those that fail to keep up gain the **Anxiety** disorder.

✪✪ Limb-maker

The girl possesses a very unique talent, unlike anything the settlement has ever seen. She is able to carve prosthetic limbs from the various stone faces and appendages. Remove a survivor's dismembered injury and add 1 bone to the settlement's storage.

✪✪ Story of the Mirrorstone

The girl tells the story about how she came across a giant crater, where she descended to find the ruins of a pile of lantern trophies. Sensing extreme danger in the area, she only lingered long enough to grab a small piece of mirrorstone. Nominate a survivor to gain the **Story of the Mirrorstone** ability. **Story of the Mirrorstone**: The first time you gain a bleeding token, ignore it and gain +1 evasion token instead.

✪ Festive Gladiator Combat

The girl's old settlement used an arena to train. She will spar to entertain the settlement. Nominate a survivor. She will only spar with the same partner once. Roll 1d10. On a 5+, they gain +1 permanent accuracy. On a 10, they gain the **Frozen Star** ability. Otherwise, they suffer the **Ruptured muscle** severe arm injury. **Frozen Star**: Once per round, you may spend 1 survival to give the monster -2 accuracy until the end of the round.

LOVE AT FIRST SIGHT

The curse creates a pair of star-crossed lovers.

The pair have weighed the risks that the curse might present them with and decide to **Special Intimacy**.

This newborn will gain all the benefits the settlement may provide to newborn survivors. The girl does not have a record sheet and will not provide any additional inheritance benefits. These benefits may still come from the father.

If the settlement has innovated **Family**, the newborn is born with pure noble blood. The newborn gains the **Pristine** ability.

If the settlement has innovated **Forbidden Dance**, the newborn survivor is born with a familiar rhythm. The newborn gains the **King's Step** secret fighting art.

Special Intimacy - roll 1d10

1

Unspeakable tragedy. The curse has claimed additional victims. The newborn is killed by it and the father must immediately 🕮 **King's Curse**.

2 3

It was a risk the pair was willing to take. Unfortunately, the child is born with the curse. +1 population, the newborn must immediately 🕮 **King's Curse**.

4 5

A strong child is born, kicking and screaming. +1 population, the newborn gains +1 permanent strength.

6 7 8 9

This child would have pleased the girl's former settlement's Tyrant. +1 population and choose 1 **Girl's Inheritance** for the newborn survivor.

10

The child is born with a familiar rhythm. +1 population, the newborn gains the **King's Step** secret fighting art and choose 1 **Girl's Inheritance** for the newborn survivor.

Choose an inheritance for the new survivor and note the resulting characteristic on the newborn survivor's record sheet.

Girl's Inheritance

Gain +3 courage or +3 understanding.
Gain the **Oracle's Eye** ability.
Gain the **Thrill Seeker** fighting art.
Gain the **Hoarder** disorder.
Gain the **Pristine** ability.

Pristine: When you suffer a dismembered severe injury, ignore it and gain 1 bleeding token instead.
Oracle's Eye: At the start of the showdown, look through the AI deck, then shuffle it.

If the settlement has innovated **Hovel**, the child is born with additional abilities. Roll 1d10 to determine which special ability the newborn inherits from the girl.

1d10	A Twinkle in the Child's Eye
1- 5	**Iridescent Hide**: Gain 🛡 at all hit locations for each different-colored affinity in your gear grid.
6 - 10	**Limb-maker**: Once per settlement phase, spend 2 ✪ to carve a prosthetic limb. Remove a survivor's dismembered injury and add 1 bone to the settlement's storage.

ULTIMATE PREDATOR

The lantern hoard… it just came alive and attacked us.

If the survivor gained during 🕮 **Distant Lantern Light** is dead, do not resolve this event.

The survivors invite this new survivor to return with them to the settlement, and they happily agree. As the light from the lantern hoard becomes visible on the horizon, the survivor begins to panic. They fear for the fates of all the survivors within the settlement. The survivor suggests that they pick up the pace and return as soon as possible. The settlement is in great danger.

Once within the settlement, the new survivor rushes to the lantern hoard. Much like this survivors' settlement, the lantern hoard is slowly going dim. The survivor explains why the lanterns have been slowly going out, and how little time remains to prepare. Knowing what will awaken, the survivor makes plans to best prepare this settlement for the future. Starting with revealing the truth.

A nervous hush falls over the settlement as this survivor describes the Watcher. Slowly, the most daring survivors enter the vast chamber below the hoard, unknown and undreamed of. Slumbering in the center, they see the ultimate predator.

Remove 🕮 **Watched** from the timeline.

This survivor explains how their settlement defeated the Watcher and how their way of life was affected. These survivors are at an advantage and they can better prepare. First, they must gather as many lit lanterns as they can from the lantern hoard. Second, survivors will form settlement watches and light up the settlement as best they can. Third, they can develop new weapons and fighting arts. Finally, they will fight the Watcher when it is weakest. Gain the **Ultimate Weapon**, **Final Fighting Art**, and **Settlement Watch** (replace any current version of settlement watch) Innovations. These does not count towards your settlement's innovation total. When told to lose either **Ultimate Weapon** or **Final Fighting Art**, you lose both.

The survivors will awaken and face the sleeping menace when it is weak. Move ⚔ **Nemesis Encounter - Watcher** to lantern year 20.

A REGAL RETURN

Boss is brave. Boss has Muscle.

The survivor with the **Boss** nickname must be alive to trigger this event. If they are not, skip this event and add 🕮 **Urgent Purpose** to lantern year 19 on the timeline.

The hunting party returns with a new perspective. Regal armor is more than a curse it's a symbol of true power. The survivor with the **Boss** nickname proclaims themselves as the undisputed leader of the settlement. Informing those who wish to challenge this claim that they will be killed just like the girl. Boss is strong. Boss is changed.

Boss has new plans for the settlement. The lantern hoard is not a symbol of true protection. Boss is a hero. Boss is a symbol. The hunting party still has the settlement's weapons and with this advantage they will **Make and Example of a Survivor**.

Randomly select a non-returning survivor of **Age 3** or more. If there are no survivors **Age 3** or more, use **Age 2**, then **Age 1**. If no survivors are **Age 1**, nominate a non-returning survivor and roll 1d10. Before continuing the settlement phase, 🕮 **A New Era**.

Rebel

The settlement collectively rises up against the hunting party! Do not resolve 🕮 **A New Era**, instead before you continue the settlement phase 🕮 **Regicide**.

Make an Example of a Survivor

Boss stands atop a giant stone face. From here Boss instructs the survivors with the **Muscle** nickname to bring the selected survivor up. It is here Boss drives a weapon into the survivor's back, killing them instantly. Boss is strong. **Rebel** against Boss to avoid this loss.

1 2 3

If the settlement has the **Graves** Death Principle, the settlement creates a grave as a reminder of this event. Increase the settlements departing survival bonus by 1.

Boss surveys the settlement to find a survivor with significant influence amongst the population. As a group the hunting party compels the survivor to fall in line. The survivor suffers the **Broken Arm**, **Broken Leg**, and **Concussion** severe injuries. The survivor gains the **Muscle** nickname. **Rebel** against Boss to avoid this.

4 5 6 7

If the settlement has the **Clan of Death** innovation, they understand the strength a tight-knit group has. All survivors with the **Muscle** nickname gain +1 permanent strength.

Boss surveys the settlement looking to find the survivor known for their craftsmanship. Boss proclaims this new plan for all to hear. With some subtle persuasion and help from the survivors with the **Muscle** nickname, this survivor endorses Bosses plans. The survivor suffers the **Broken Arm** severe injury. **Rebel** against Boss to avoid this.

8 9 10

If the settlement has the **Collective Toil** Society Principle, the new plans to dismantle and build a protective structure in place of the Lantern Hoard may work. Everyone working together is the path of the settlement getting stronger. Increase the settlement's survival limit by 1.

A NEW ERA

Boss is going to be the first hero.

Boss begins to make very bold declarations of how the settlement will be run going forward. It is time for the settlement to learn to protect itself from the encroaching darkness. Growing in strength is the only thing that matters, and those who are strongest should do the hunting.

The best way to display true power is to prove it in combat. Boss departs the settlement with the girl's weapons and seeks out a monster. The weakest monsters are still found closest to the settlement, and Boss returns after a fresh kill. The survivors in the settlement are stunned to see a monster killed single-handedly. Boss is different. Boss is a Hero. The fight has also advanced the king's curse, and Boss takes one more step toward succumbing to it. Gain 4 random **basic resources** and 4 random **monster resources** of the lowest node monster on the settlement's quarry list.

Going forward, Boss will start the year hunting near the settlement alone, while the survivors nicknamed **Muscle** hunt normally. This lantern year, all survivors with the **Muscle** nickname must **depart**. Boss is no longer considered a survivor of the settlment. Archive the record sheet of the survivor with the Boss nickname. -1 Population.

Boss is the only protection the settlement needs. It is time to dismantle the lantern hoard and use the resources to make powerful weapons. A new era begins. **Dismantle the Lantern Hoard**. Add 🕮 **Solo Hunt** or 🕮 **Solo Hunt (KC)** the next lantern year.

Dismantle the Lantern Hoard

Boss instructs the survivors to remove the unlit lanterns first. Scrap will be smelted into iron and then used to build a sculpture in honor of Boss. Iron is a symbol of power, much like Boss. As more and more lanterns are removed, survivors begin to struggle to breathe. Toxic gas coming from within the lantern hoard starts to poison survivors. Work is halted immediately. Add SE **Plague** to the next lantern year. Boss demands the sculpture be completed this lantern year. You may **Complete the Sculpture** to gain it's benefits, or **Ignore Boss**.

Complete the Sculpture

The survivors push themselves to create an inspirational sculpture with the likeness of Boss. This proves to be almost fatal for those involved. Roll 1d5, that number of survivors are infected by the toxin. All these survivors must **skip the next hunt** and be added to the total count of infected during SE **Plague** next year. You may use this scultpure for the remainder of the campaign.

✪: Once per lantern year a survivor may gain inspiration from Boss. Roll 1d10. On a 6+, gain the **Heroic Boss** secret fighting art.

Ignore Boss

The survivors stop removing lanterns from the hoard. The toxic air is far too dangerous. Add 2d10 **Scrap** to the settlement storage.

Boss is annoyed by the settlement's lack of determination. Boss is a sore loser. Lose 3 **basic resources** and 3 **monster resources** gained by Boss earlier this event.

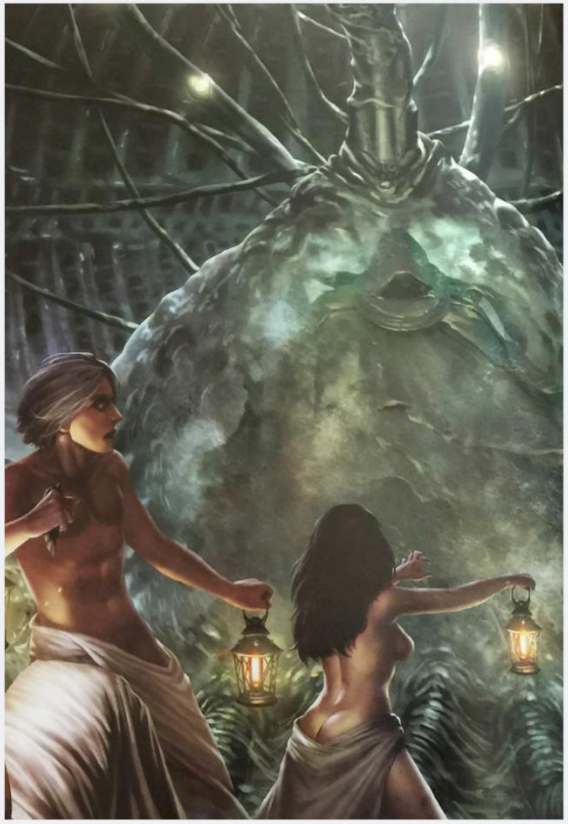
REGICIDE

Boss was brave. Boss had Muscle.

The **nominated survivor** and the settlement rebel against the **Boss**. Any survivors with the **Muscle** nickname cower when the settlement rises up. These survivors must change their nickname from **Muscle** to **Spineless**. **Boss** flees from the settlement's defiant actions. If the nominated survior is **Age 3** or more, this moment of defiance provides clarity, and they remove any disorders of thier choice. If they are **Age 2**, this moment is exhilarating, they gain +1 permanent movement. If they are **Age 1** or less, as luck would have it, **Boss** is not so brave, they gain +1 permanent luck. Remove 🕮 **Watched** from the timeline.

The survivors of the settlement persue a fleeing **Boss** around the ever darkening lantern hoard. Angry outbursts fill the settlement. Hastily, the coward dives into the darkened lanterns, fleeing beneath them into a vast chamber. Survivors from the settlement follow. Slumbering in the center of the chamber, **Boss** feels a protective presence from within the cocoon. Unwhilling to accept their fate at the hands of the settlement, **Boss** burrows into the cocoon membrane and inside for safety. The cocoon begins to flash with light, and light beams arc to the cocoon walls. **Boss** is dead, record what **Regal** gear Boss had in his gear grid on the settlement record sheet. Starting with this settlement phase the survivors may awaken and face the sleeping menace. You may move ⚔ **Nemesis Encoutner - Watcher** to the current lantern year, and then add 🕮 **The Shocking Fate** to the lantern year after the nemesis. You cannot move it to a year that already has a nemesis encounter on the timeline.

The settlement has a different **responce** to this event based on their **Conviction**.



Barbaric Responce

The settlement watches as Boss disappears from sight. It only takes a few moments before the cocoon inside the chamber fills with lightning. These arcing bolts reveal the haunting silloette of the ultimate predator slumbering inside.

The surviors decide they must craft the perfect weapon to prepare themselves. Gain the **Ultimate Weapon** Innovation. This does not count towards your settlement innovation total. Nominate a survivor and roll 1d10.

1 2 3 4 5

The surivior begins to make preparation. Add 🕮 **Hands of Heat** to the timeline 4 years from now.

6 7 8 9 10

The survivor decides they are the settlments true hero. They gain +10 insanity, +1 permenant strength, and the **Quixotic** disorder.

Romantic Responce

The settlement watches as Boss disappears from sight. It only takes a few moments before the cocoon inside the chamber fills with lightning. These arcing bolts reveal the haunting silloette of the ultimate predator slumbering inside.

The surviors decide they must learn the perfect fighting art to prepare themselves. Gain the **Final Fighting Art** Innovation. This does not count towards your settlement innovation total. Nominate a survivor and roll 1d10.

1 2 3 4 5

Without saying a word, the survivor runs into the darkness, never to be seen again. surivior begins to make preparation. Add 🕮 **Bone Witch** to the timeline 4 years from now.

6 7 8 9 10

The survivor decides they are the settlments true hero. They gain +10 insanity, +1 permenant strength, and the **Immortal** disorder.

THE SHOCKING FATE

Going out like a boss.

With the Watcher gone, the lantern hoard is extinguished.

The exhausted lantern hoard is nothing more than a tomb for burnt out lanterns. The vast chamber offers very little besides an empty cocoon and broken lanterns. Slowly, the toxic air that filled the cocoon will begin to fill the entire chamber. This will be the last chance any survivor will have to descend this deep into the cocoon. Attempts to investigate the chamber in the future will be far more dangerous.

You may nominate one survivor to descend to the very bottom of the chamber and **Investigate the Cocoon**. Roll 1d10.

Investigate the Cocoon

This event can only be rerolled using methods available to the nominated survivor.

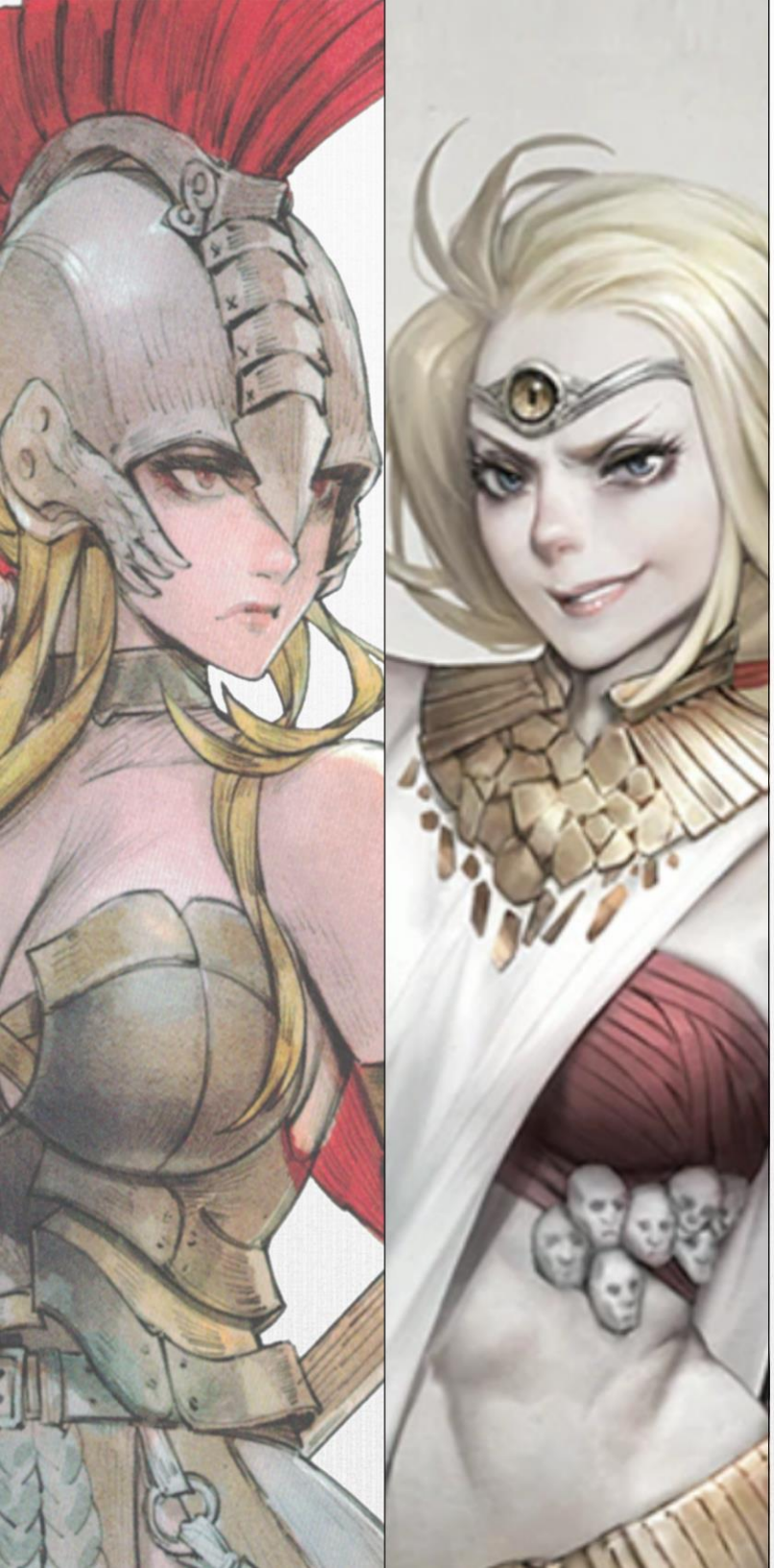
The nominated survivor holds their breath and attempts reach the center of the cocoon.

1 2 3 4 Reaching the center of the cocoon you find the blackened bones of a survivor. Only the armor this survivor wore survived the combustion process. Hastily attempting to take the armor causes the bones to turn to soot and acid to spew from the armor. You cry out in pain, inhaling a lungful of toxic air. You are dead.

5 6 You find a corpse in armor and rip off one piece. Gain a random piece of **oxidized regal** gear matching **regal** gear **Boss** had.

7 8 9 10 You find a corpse and attempt to carry it out of the chamber. The bones turn to soot and acid spews from the armor. You struggle but make it out. Suffer the **Destroyed Back** severe body injury. Gain the **oxidized regal** gear matching each piece of **regal** gear **Boss** had.

If the nominated survivor has the **Legendary Lungs** secret fighting art, they always use the 7, 8, 9, and 10 result and suffer no injury.



SOLO HUNT

A familiar figure slowly walks into view.

Boss prepares to depart alone for the second lantern year in a row. While packing up, a scout informs Boss that a dim lantern light is slowly approaching the settlement. Unphased, Boss departs. Slowly, a familiar figure marches into view. A growing audience builds within the settlement, watching as events unfold. Boss and what appears to be the girl meet each other on the outskirts of the settlement. Miraculously the girl is free from the King's Curse! Survivors are stunned as they watch Boss somehow speak with the girl. Suddenly, without warning, the girl makes weird crooked steps disappearing and reappearing behind Boss. Violently, the girl's lantern halberd pierces Boss's back, killing Boss instantly. Thrusting the shaft of the halberd into the stone-faced ground, the girl watches as Boss dies impaled on the halberd. Nominate a survivor to **Calmly Approach**.

Calmly Approach

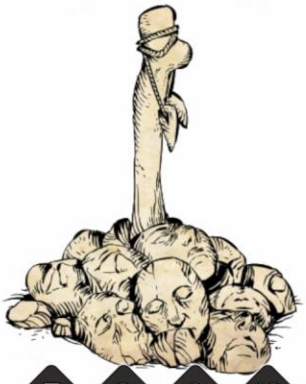
The girl proceeds to place items at the base of the halberd. As the survivor slowly approaches, this girl appears to match the exact description of the girl who was chased by the butcher. She even has the same scars on her face, this must be the same girl. The only difference is the lack of a curse and a strange book-like relic with living lips tied to her waist. The girl finishes what she was doing and walks off into the darkness, leaving Boss dead on the halberd. Roll 1d10 as the survivor investigates the scene.

1 2

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. Suddenly, the survivor spots the most amazing rock just left behind by the girl. Why would she do this? The survivor gains the **Lovelorn Rock**. (Rules can be found in Basic Hunt event **80**.)

3 4 5 6

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. The survivor sees a large rock and some iron trinkets left here by the girl. Do these belong here? What does this mean? Best to leave the halberd alone, it must mean something. The survivor scoops up the iron and returns to the settlement. Add 5 **Iron** to settlement storage and add the **Guidepost** innovation to the settlement.



7 8 9 10

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. Hung on the halberd is a fine red cloak, complete with some jewelry. The survivor sees a large rock and some iron trinkets left at the base of the halberd. Do these belong here? What does this mean? Best to leave the halberd alone, it must mean something. The survivor scoops up the iron, takes the cloak and jewelry, and returns to the settlement. Add 5 **Iron** and the **Portcullis Key** (if the settlement already has a key, add 1 **Iron** instead)to settlement storage, gain the **Chosen Vestments** rare gear, and add the **Guidepost** innovation to the settlement.

GIVING BACK TO THE SETTLEMENT

The executioner attempts to improve the settlement.

The survivor wants to ensure that the settlement's kindness does not go unrewarded. Having the curse is what led to the girl being executed. The settlement could have reached the same conclusion again after the curse transferred hosts.

With this in mind, the survivor plans to construct a training room to strengthen the settlement's inhabitants. However, the curse has cut the survivor's lifetime short and they will need to focus on creating the room with a single specific purpose instead of the multiple ideas the survivor has.

Time is ticking away and they must **Begin Construction**.

When the survivor has completed the training room they leave the settlement.

Add 🕮 **Final Moments** to the next lantern year.

Begin Construction - select 1 purpose for the room

Finding an unoccupied hovel, the survivor begins work to convert it into a training room. There is only enough time to build the requirements for a single purpose before the curse steals the survivor's humanity. This purpose will define what equipment is needed for the room.

Once the purpose of the room is selected, it can be used for the remainder of the campaign. You may record this on the Settlement Record Sheet as "Training Room - Purpose" or refer to this page when needed.

Inspirational Sculpture

The survivor creates an inspirational sculpture using one of the fighting arts they know. Select one fighting art from the survivor's record sheet. (Secret Fighting arts are not fighting arts! This does not count against the limit of sculptures a settlement can have.)

✪: You use the training room for study and meditation. Roll 1d10. On a 6+, gain the recorded fighting art.

Learn New Techniques

The survivor creates a place for survivors to train in large groups and learn from one another. Once per settlement phase, nominate up to 3 survivors and spend an equal amount of ✪. Draw a number of fighting arts equal to the number of nominated survivors and choose one. All nominated survivors gain this fighting art.

FINAL MOMENTS

The survivor does the one thing that can stop the curse.

The survivor willingly left the settlement before the curse could take hold. Slowly losing their humanity to the King's Curse, the survivor spends their remaining time constructing a death pit. Once complete, the survivor takes a moment to repent for robbing the girl of a second chance. Given the chance, she may have also decided to stop the curse from spreading to others. With a leap, the survivor is dead. Now you may gain the benefits of the settlement's death principle.

The pit reflects the settlement's understanding of the King's Curse. No longer will it serve as a candidate for training and creating King's Man. Remove all King's Man nemesis encounters from the timeline. This includes any in the current year.

A NOBLE RETURN

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

Time spent in exile has given the executioner a whole new perspective on the curse. Each passing moment brings the executioner one step closer to this new urgent purpose. There is only one way to escape this fate, and that is death. In exchange for humanity the curse gifts the body with great strength. Taking what little humanity remains inside of themselves, the execution finds the strength to hunt a monster one last time.

The battle is nearly fatal for the executioner, however they do manage to survive. Using every last ounce of strength, the execution drags the monster's corpse to the gates of the settlement. This final act of humanity should have brought the execution peace of mind upon their death, however, fate is a cruel mistress.

Suddenly, the regal armor completes itself moments before their death. The newly formed King's Man rises to its feet. Their plan has failed, but the King's Man is wounded. At least the settlement will fighting a badly wounded foe.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, only King's Man)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The executioner ends their turn and gains +5 toughness until the start of the next monster turn.

Blind Spot

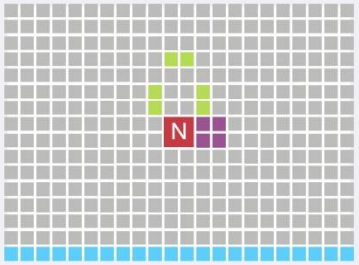
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	1	0	6	15	+1	+1

Ⓢ Weak Spot Ⓢ King's Aura Ⓢ Out-Fighting
Ⓢ King's Combat Ⓢ Silent Hymn Ⓢ Battle Tempo

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Dead Monster

Terrain & Deployment

- 1 Stone Column terrain cards, (6 columns) place in the green spaces.
- 1 Dead Monster terrain card, place in the purple spaces.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The King's Man rudely breaks something as it leaves the settlement. If the settlement innovated **Pottery**, return it to the innovation deck.

Rewards

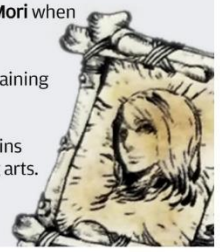
The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9+	1 **Steel Sword** rare gear, 1 random **basic resource**.

In addition, gain 3 random resources from a monster resource deck of your choice. (If possible, these must come from the same resource deck that was chosen while scavenging from the dead monster.)

If the settlement has **Memento Mori** when they defeat the King's Man, the survivors are inspired by the executioners memory. Each remaining survivor rolls 1d10.

On a result of 8+, the survivor gains one of the executioner's fighting arts.



ALTERING FATE

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

All humanity within the girl is slowly slipping away. She can feel the ever-growing urge to leave the settlement for a higher purpose. Knowing that her presence in the settlement puts everyone at risk, she devises a way to end her own life without passing on the curse.

Gathering her lantern halberd, she walks to the outskirts of the settlement. She plans to end her own life, while four survivors stand ready to ensure the job is done. The goal is to pierce the regal plackart and send the halberd directly into her heart, killing her instantly.

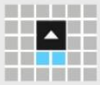
Thanking the settlement as they all watch on, she drives the halberd into her chest. Gouts of acid spew from the gaping wound, sending the four survivors running to cover and the girl's limp body falls to its knees. Suddenly, appearing to be a defensive reflex, the regal armor completes itself around the girl. The newly formed King's Man rises to its feet. The plan has failed, but the King's Man is wounded. The survivors salute the girl's effort, knowing that they will at least be fighting a badly wounded foe.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Watcher)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The girl ends her turn and gains +5 toughness until the start of the next monster turn.

Blind Spot



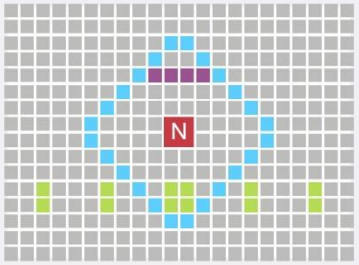
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	1	0	6	15	+1	+1

S Weak Spot S King's Aura S Out-Fighting S Audience
S King's Combat S Silent Hymm S Battle Tempo

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Toppled Pillar

Terrain & Deployment

- 2 Stone Column terrain cards, (6 columns) place in the green spaces.
- 1 Toppled Pillar terrain card, place in the purple spaces.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors were part of the plan. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The girl rampages through the settlement! Her humanity may be lost but she is still a hoarder. All resources in the settlement's storage are lost.

Rewards

The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**. The girl's child is immune and does not have to 🕮 **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9 +	1 **Steel Sword** rare gear, 1 random **basic resource**.

If the settlement has **Memento Mori** when they defeat the girl, the survivors are inspired by her memory. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains +3 courage.

AN UNEXPECTED RETURN

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

A King's Man slowly approaches the settlement. Stopping just outside the gates of the settlement, the monster calmly waits to be challenged. Just like before, the survivors must engage with the monster or be trapped in the settlement.

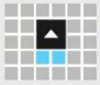
The chosen survivors watch as the King's Man removes it's helm, to reveal a familiar face, the girl's face. Her transformation appears to have been completed and the curse has completely taken hold.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, only King's Man)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The girl ends her turn and gains +5 toughness until the start of the next monster turn.

Blind Spot



Level	B	A	L	Mov	Tgh	Spd	Dmg
2	11	4	1*	6	15	+1	+1

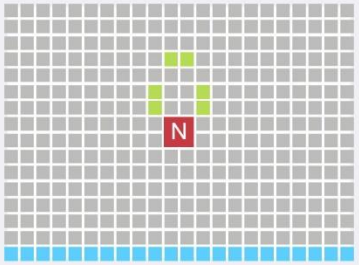
Ⓢ Weak Spot Ⓢ King's Aura Ⓢ Out-Fighting
Ⓢ King's Combat Ⓢ Silent Hymm Ⓢ Battle Tempo

* This **Legendary** card will always be **Familiar Face**. Set it aside and shuffle the remaining cards. When finished, **place Familiar Face face down on the top of the AI deck**.

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 2 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The girl rampages through the settlement! Her humanity may be lost but she is still a hoarder. All resources in the settlement's storage are lost.

Rewards

The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9 +	1 **Steel Sword** rare gear, 1 random **basic resource**.

If the settlement has **Memento Mori** when they defeat the girl, the survivors are inspired by her memory. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains +3 courage.

BERSERK KING'S MAN

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

A King's Man slowly approaches the settlement, dragging behind it a decapitated survivor corpse. The residents of the settlement look on in shock as the King's Man tosses the corpse toward the gates of the settlement. Stopping its advance, the King's Man removes its helm to reveal the face of the survivor who led the search party for the girl.

Survivors of the settlement watch as this face is slowly revealed to be only a mask, a mask hiding the girl's face. Her transformation appears to have been completed and the curse has completely taken hold. The girl's rage and hatred must have taken over as she lost her humanity to the curse. What stands outside the settlement now is a hybrid monster.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Butcher)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The girl ends her turn and gains +5 toughness until the start of the next monster turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	11	4	1*	6	15	+1	+1

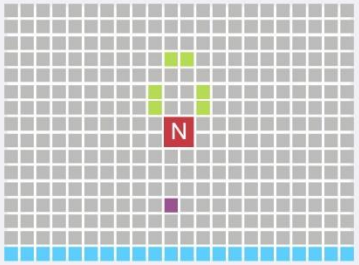
S Weak Spot
S Berserker
S King's Aura
S Fast Target
S Out-Fighting
S Battle Tempo

* This **Legendary** card will always be **Familiar Face**. Set it aside and shuffle the remaining cards. When finished, **place Familiar Face face down on the top of the AI deck**.

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Survivor Corpse

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 1 Survivor Corpse terrain card, place in the purple space.
- 1 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The girl is filled with uncontrollable rage. **She goes first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The girl rampages through the settlement! She is searching for a very specific group of survivors. All survivors with the **Spineless** nickname are dead.

Rewards

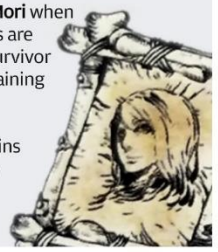
The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**. The survivors also recover her weapons. Gain the **Broken Halberd** and **King's Man Cleaver** rare gear cards.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9+	1 **Steel Sword** rare gear, 1 random **basic resource**.

In addition, the survivors find the **Forsaker Mask** rare gear covering the girl's face. Add it to the settlement's storage.

If the settlement has **Memento Mori** when they defeat the girl, the survivors are inspired by the memory of the survivor she killed on the hunt. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains a fighting art from the survivor's record sheet.



FORSAKEN KING'S MAN

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

A King's Man slowly approaches the settlement, dragging behind it a mutilated survivor corpse. The residents of the settlement look on in shock as the King's Man tosses the corpse toward the gates of the settlement. Stopping its advance, the King's Man removes its helm to reveal the face of the survivor who descended into the sinkhole with the girl. The mutilated corpse without a face must also belong to them.

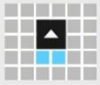
Survivors of the settlement watch as this face is slowly revealed to be only a mask, a mask hiding the girl's face. Her transformation appears to have been completed and the curse has completely taken hold. The girl's rage must have taken control while she was trapped in the catacombs. What stands outside the settlement now is something new.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Butcher)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: Guard

The girl ends her turn and gains +5 toughness until the start of the next monster turn.

Blind Spot



Level	B	A	L	Mov	Tgh	Spd	Dmg
2	11	4	1*	6	15	+1	+1

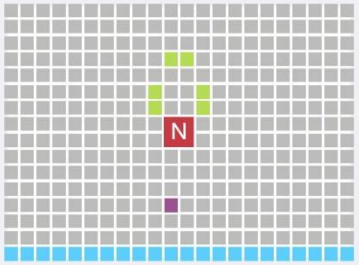
S Weak Spot
S Berserker
S King's Aura
S Fast Target
S Out-Fighting
S Battle Tempo

* This **Legendary** card will always be **Familiar Face**. Set it aside and shuffle the remaining cards. When finished, **place Familiar Face face down on the top of the AI deck**.

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Survivor Corpse

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 1 Survivor Corpse terrain card, place in the purple space.
- 1 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The girl is filled with uncontrollable rage. **She goes first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The girl rampages through the settlement! Her humanity may be lost but she is still a hoarder. All resources in the settlement's storage are lost.

Rewards

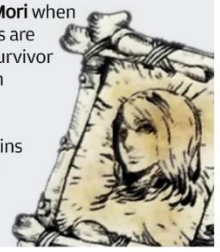
The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**.The survivors also recover her weapons. Gain the **Broken Halberd** and **King's Man Cleaver** rare gear cards.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9 +	1 **Steel Sword** rare gear, 1 random **basic resource**.

In addition, the survivors find the **Forsaker Mask** rare gear covering the girl's face. Add it to the settlement's storage.

If the settlement has **Memento Mori** when they defeat the girl, the survivors are inspired by the memory of the survivor she killed in the catacombs. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains a fighting art from the survivor's record sheet.



FOREVER IN LOVE

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

All humanity within the girl is slowly slipping away. Knowing that her presence in the settlement puts everyone at risk, she devises a way to end her own life without passing on the curse. First, she ties her large shiny rock to her waist, never to be separated again. Then she gathers her lantern halberd and walks to the outskirts of the settlement. She plans to end her own life, while four survivors stand ready. The goal is to send the halberd directly into her own heart, dying instantly.

Thanking the settlement as they all watch on, she drives the halberd into her chest. Gouts of acid spew from the gaping wound. The four survivors run for cover as the girl's limp body falls to its knees. Suddenly, the regal armor completes itself around the girl. The newly formed King's Man struggles to stand. The plan has failed, but the King's Man is wounded. A large bulge can be seen on the side of the King's Man. The rock has also become encased in the armor! It throws the King's Man balance completely off. Struggling to walk straight leaves the King's Man with no rhythm.

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Watcher)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The girl ends her turn and gains +5 toughness until the start of the next monster turn.

Blind Spot

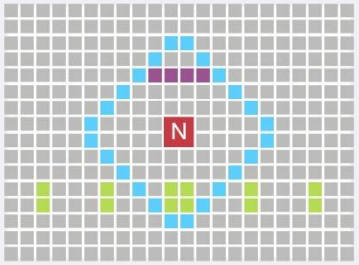
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	1	0	5	15	+1	+1

Ⓢ Weak Spot Ⓢ King's Aura Ⓢ Out-Fighting
Ⓢ King's Combat Ⓢ Audience Ⓢ Battle Tempo

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Toppled Pillar

Terrain & Deployment

- 2 Stone Column terrain cards, (6 columns) place in the green spaces.
- 1 Toppled Pillar terrain card, place in the purple spaces.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors were part of the plan. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The girl rampages through the settlement! Her humanity may be lost but she is still a hoarder. All resources in the settlement's storage are lost.

Rewards

The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**. The girl's child is immune and does not have to 🕮 **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9 +	1 **Steel Sword** rare gear, 1 random **basic resource**.

If the settlement has **Memento Mori** when they defeat the girl, the survivors are inspired by her memory. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains +3 courage.

OFF WITH THEIR HEADS

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

A loud voice can be heard throughout the settlement. It addresses specific survivors by name, calling them out for the things they have done. Survivors rush to the settlement gates to find the source of the yelling. There, atop a giant stone face, stands the girl's executioner. Stunned in amazement, the survivors are being judged one by one. The executioner holds the settlement liable for the curse that rapidly takes over.

As the executioner speaks, the curse begins to take complete control. The humanity, if any, that was left in the executioner is gone. The homicidal look in the executioner's eyes has been replaced by a regal helm. What stands before them now is a monster focused on revenge. The settlement can't pretend that they do not know the reason for this monster returning to the settlement. The survivors will have to stand firm and face down the very thing they created.

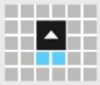
This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Life Trait: This monster uses the **Life** Trait.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, Butcher)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.
CUSTOM DECK LIST

2x Cleave	2x Hook & Pull
1x Coup de Grace	1x Kneel

Instinct: **Guard**

The executioner ends their turn and gains +5 toughness until the start of the next monster turn.

Blind Spot



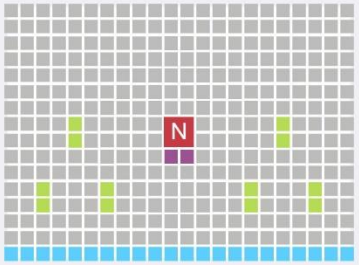
Level	Custom Deck List	Mov	Tgh	Spd	Dmg
2		6	15	+1	+1

Ⓢ Weak Spot Ⓢ Berserker
Ⓢ King's Aura Ⓢ Silent Hymm
Ⓢ Out-Fighting Ⓢ Battle Tempo
Ⓢ Life (20)

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column
- Giant Stone Face

Terrain & Deployment

- 2 Stone Column terrain cards, (6 columns) place in the green spaces.
- 1 Giant Stone Face terrain card, place in the purple spaces.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The King's Man rudely breaks something as it leaves the settlement. If the settlement innovated **Pottery**, return it to the innovation deck.

Rewards

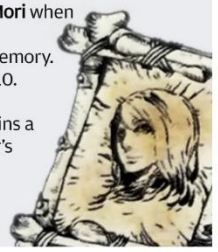
The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9+	1 **Steel Sword** rare gear, 1 random **basic resource**.

In addition, the survivors find a **Death Mask** gear on the executioner. Add it to the settlement's storage. If the settlement already has a **Death Mask**, gain 1 iron instead.

If the settlement has **Memento Mori** when they defeat the executioner, the survivors are inspired by their memory. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains a fighting art from the executioner's record sheet.



URGENT PURPOSE

Nemesis

This encounter replaces any encounter currently on the timeline this lantern year.

A King's Man slowly approaches the settlement. Stopping just outside the gates, the monster calmly waits to be challenged. Just like before, the survivors must engage with the monster or be trapped in the settlement.

The chosen survivors watch as the King's Man removes it's helm to reveal a familiar face, the face of a former resident. Where exactly this resident went after turning they will never know. The reason they have returned and for what purpose is a complete mystery. The transformation appears to have been completed and the curse has completely taken hold. Does this mean that the last King's Man they fought was also a former survivor?

This is a legendary monster and is set up like a normal level 2 King's Man, with a few exceptions:
TYPE: King's Man.
Trait Cards: Legendary Monsters combine Trait cards from multiple AI Decks. (In this case, only King's Man)
TERRAIN & DEPLOYMENT: Use the showdown setup included on this page.

Instinct: **Guard**

The former resident ends their turn and gains +5 toughness until the start of the next monster turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	11	4	1*	6	15	+1	+1

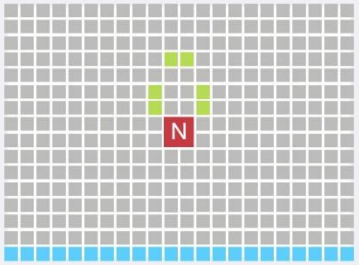
Ⓢ Weak Spot Ⓢ King's Aura Ⓢ Out-Fighting
Ⓢ King's Combat Ⓢ Silent Hymm Ⓢ Battle Tempo

* This **Legendary** card will always be **Familiar Face**. Set it aside and shuffle the remaining cards. When finished, **place Familiar Face face down on the top of the AI deck**.

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Nemesis
- Stone Column

Terrain & Deployment

- 1 Stone Column terrain card, (3 columns) place in the green spaces.
- 2 random terrain card, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.

The survivors are defending their home. **They go first**.

Aftermath

Victory

Any victorious survivors may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Level 1 +

+1 Hunt XP
+1 Weapon Proficiency Level or +★ Spear Proficiency Levels
+Rewards

Defeat

The King's Man rudely breaks something as it leaves the settlement. If the settlement innovated **Pottery**, return it to the innovation deck.

Rewards

The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. 🕮 **King's Curse**.

1d10	Reward
1 - 4	Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage.
5 - 8	Each survivor gains 1 random fighting art.
9+	1 **Steel Sword** rare gear, 1 random **basic resource**.

If the settlement has **Memento Mori** when they defeat the King's Man, the survivors are inspired by the memory of the former resident. Each remaining survivor rolls 1d10.

On a result of 6+, the survivor gains a fighting of their choice from the former resident's record sheet.

SPOILERS

QUICK REFERENCE QUIDE

Ability Reference Guide:

Knight in Shining Armor: When a female survivor gains the priority target token, you may gain it instead.

Unwavering Determination: When you **depart**, gain +1 reroll token. You may spend this token to reroll a single result during the hunt phase.

Pristine: When you suffer a dismembered severe injury, ignore it and gain 1 bleeding token instead.

Oracle's Eye: At the start of the showdown, look through the AI deck, then shuffle it.

Iridescent Hide: Gain ! at all hit locations for each different-colored affinity in your gear grid.

Limb-maker: Once per settlement phase, spend 2 ✪ to carve a prosthetic limb. Remove a survivor's **dismembered** injury and add 1 bone to the settlement's storage.

Story of the Mirrorstone: The first time you gain a bleeding token, ignore it and gain +1 evasion token instead.

Frozen Star: Once per round, you may spend 1 survival to give the monster -2 accuracy until the end of the round.

Tactical Signals: You may encourage **deaf** survivors. You may encourage with a **Shattered Jaw**.

Butcher's Blood: On **Arrival**, for every 10 insanity you have, gain a +1 speed and +1 strength token.

Big Sister Instinct: When a female survivor gains the priority target token, you may gain it instead.

Inspirational Sculpture

The survivor creates an inspirational sculpture using one of the fighting arts they know. Select one fighting art from the survivor's record sheet. (Secret Fighting arts are not fighting arts! This does not count against the limit of sculptures a settlement can have.)

✪: You use the training room for study and meditation. Roll 1d10. On a 6+, gain the recorded fighting art.

Learn New Techniques

The survivor creates a place for survivors to train in large groups and learn from one another. Once per settlement phase, nominate up to 3 survivors and spend an equal amount of ✪. Draw a number of fighting arts equal to the number of nominated survivors and choose one. All nominated survivors gain this fighting art.

Complete the Sculpture

The survivors push themselves to create an inspirational sculpture with the likeness of Boss. This proves to be almost fatal for those involved. Roll 1d5, that number of survivors are infected by the toxin. All these survivors must **skip the next hunt** and be added to the total count of infected during **Plague** next year. You may use this scultpure for the remainder of the campaign.

✪: Once per lantern year a survivor may gain inspiration from Boss. Roll 1d10. On a 6+, gain the **Heroic Boss** secret fighting art.

Steamed Crab Legs

- cooking recipe -

1 Crab Spider
1 Love Juice
1 Bone
1 Fresh Acanthus

Steam the crab spider over a nice bone broth so it comes out tender and flavorful. Remove the legs and place them in a bowl. Warm up the love juice and season it with fresh acanthus. This will create a great dipping sauce. Mouthwatering!

Benefit:
During the next Hunt phase, ignore **Starvation**. **Departing Survivors** gain a +1 accuracy token and +10 survival. A **Returning Survivor** (if any) may **Intimacy**.

SEARCH PARTY (KC)

A search party departs to find the girl.

A new lantern year has begun since the girl fled into the darkness. Being in her condition means that she will have to avoid monsters. This leads the hunters to believe the trail will be relatively safe and hazard-free. The only hurdle will be staying sane while searching for her.

Upon finding the girl the hunters will attempt to stabilize her condition.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. If any of these hunt events instruct you to roll a new event, do not. Ignore the instructions and move to the next hunt event space. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **Immediate Medical Attention**. Survivors may not pass over this space and must stop to resolve the event.

Immediate Medical Attention

The trail was hazard-free, just as the hunters expected. How lucky the girl was to find such a safe path. The survivors also benefit as this trail proved to hold many secrets. The dead weed, the strange relic, and the massive portcullis are all things the settlement could gain great knowledge from.

The hunters prepare to enter the overwhelming darkness just beyond the portcullis. As they do, they are surprised to see the girl collapsed just behind the massive door. She must have been using it as a sort of cover or perhaps she was drawn to it just as the party was. They rush over to discover that she is unresponsive, bleeding out, in a near-fatal condition. Next to her they find a mysterious note, what could this be? Gain the **Scribe's Autograph** gear. Luckily for the girl the survivors found her just in time. Nominate a survivor to **Stabilize the Girl**.

Stabilize the Girl - roll 1d10

1 2 3

The Butcher's cleaver split the girl's back wide open. Nothing can be done. The **nominated survivor** gains the **Weak Spot (Chest)** disorder. Add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

If any of the survivors have **Bandages** they can save her. Proceed to the 4, 5, 6, 7 results!

4 5 6 7

The **nominated survivor** is able to stop the bleeding and stabilize the girl's condition. Still in no condition to fight back or move, the survivors must bring her with them as they finish their hunt. All survivors gain a -1 movement token. If there are any **returning survivors** add 🕮 **A Second Chance** to the next lantern year, if not, add 🕮 **An Unexpected Return** to lantern year 19 on the timeline.

8 9 10

The **nominated survivor** is able to stabilize the girl and improve her condition. She begins to speak, however, the language barrier still presents a failure to communicate. The hunters can gather that she seems to be ecstatic and extremely thankful. The **nominated survivor** displayed surgical precision and gains the **Ambidextrous** fighting art. Add 🕮 **A Second Chance** to the next lantern year.

If the survivors found the dead weed in hunt event 18, they have an extra dose!
Proceed to the 8, 9, 10 results!

LOST LOVED ONE (KC)

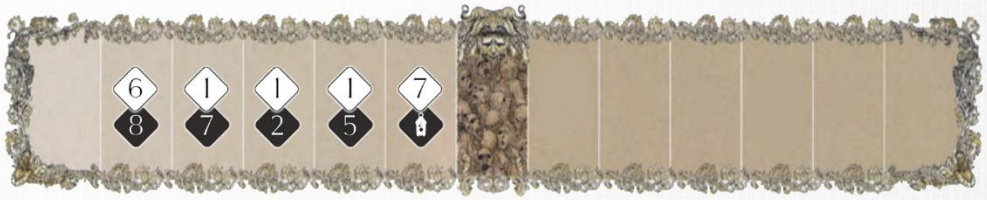
The hunting party departs with the girl to search for something she lost.

The girl is leading the hunting party to some unknown location. From what they could gather from her gestures, they assume she needs help returning to her former settlement. Perhaps she is a mother and wants to return to her child. The survivors also expect that they will be rewarded for their assistance.

This story event includes a special hunt. Upon selecting a quarry you must select a monster and level that places it beyond the **Overwhelming Darkness** space on the hunt board. Do not place basic or monster hunt event cards on the first five spaces of the hunt board. Instead, use the number on the track to find the corresponding basic hunt event from the hunt event table. Set up the hunt track as normal for the spaces beyond **Overwhelming Darkness**.

Hunt Board Setup

When survivors land on the **Overwhelming Darkness** space, they instead resolve **Secret Stash**. Survivors may not pass over this space and must stop to resolve the event.



Secret Stash

The girl seemed very familiar with the tomb the survivors found. She was completely uninterested in what was inside. The hunting party had never seen something so elegant and wished to spend more time with the murals. Anxious, the girl rushed them along and herded them forward toward her destination. A short distance away the party reaches yet another tomb. This one was in a much worse state and depicted a monster the survivors had never seen before. The girl is very interested in this tomb, to the point that she breaks down in tears before it. Members of the party console her, some survey the area, while others enter the tomb. Inside they find murals depicting survivors that share similar scars to the girl. Much of the interior of the tomb is also charred and badly burned. Whatever was inside must have been radiating with intense heat. Unknowingly the girl escaped this tragic fate that befell her peers. If any survivor has the **Knight in Shining Armor** ability, they spend extra time consoling the girl. The pair explore the ruins and strengthen the bond they share. The survivor gains the **Analyze** and **Matchmaker** abilities. For each one of these abilities the survivor already has, they instead gain +1 understanding.

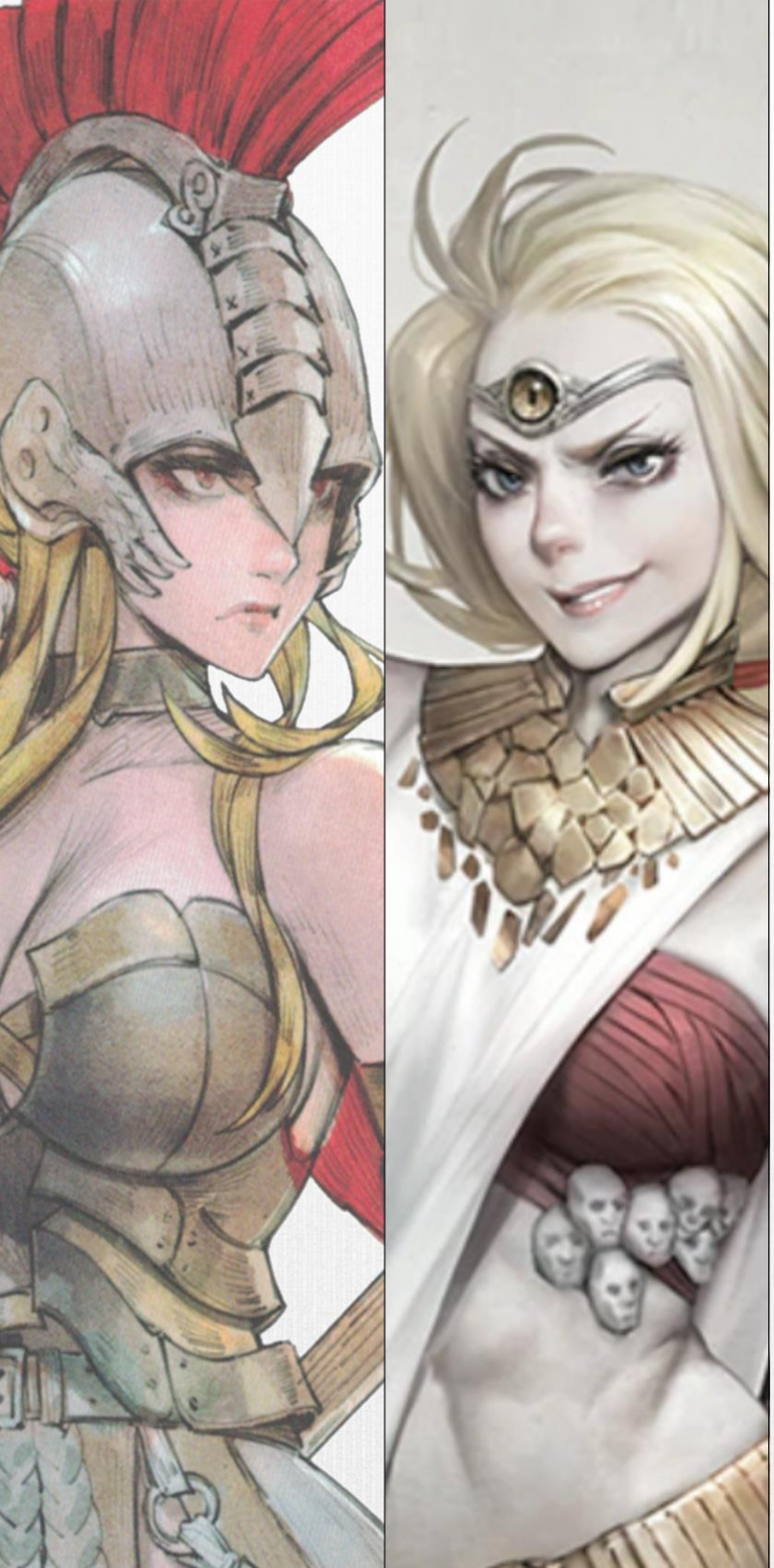
It has become overwhelmingly clear that this is the girl's old home. Now it is just a monument to the story of this monster. Able to compose herself, she brings the hunters to a secret hovel on the outskirts of the settlement. This must be what she brought them here for. Nominate a survivor to enter the hovel with the girl and roll 1d10. In addition, if you resolved basic hunt event 15, **Steel Jaws**.

The hovel is completely filled with pouches, gear, and rocks. The girl is a hoarder. The gear is broken, all but one very fine silk garment. She is overly ecstatic, hugging the garment and one large stone. Gain the **Chosen Vestments** rare gear. She must love that rock! Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**).

The girl is a hoarder. She stashed resources here for a long time. Everyone fills their hands with loot. Gain random resources equal to half the roll result (rounded down) from a monster deck that is not your quarry. She is very ecstatic, hugging a garment and a large stone. Gain the **Chosen Vestments** rare gear. Add 🕮 **A Second Chance** to the next lantern year with the note (**Rock**).

Steel Jaws

When the hunting party sprang the man-trap the girl wanted to keep it. Now that they have learned she is a hoarder, they understand why. She gestured to the event revealer that she would trade them something in return. The hovel has a hidden compartment built into the walls! Reaching into it the girl removes a small items. Record the **Portcullis Key** (If the settlement already has it, gain 1 **Iron** instead) and gain 2 **King's Coin** strange resources. If the event revealer suffered the **dismembered leg** severe injury, the girl happily helps. She carves a prosthetic limb from the stone in the hovel, remove the injury and gain 1 **bone** basic resource.



SOLO HUNT (KC)

A familiar figure slowly walks into view.

Boss prepares to depart alone for the second lantern year in a row. While packing up, a scout informs Boss that a dim lantern light is slowly approaching the settlement. Unphased, Boss departs. Slowly, a familiar figure marches into view. A growing audience builds within the settlement, watching as events unfold. Boss and what appears to be the girl meet each other on the outskirts of the settlement. Miraculously the girl is free from the King's Curse! Survivors are stunned as they watch Boss somehow speak with the girl. Suddenly, without warning, the girl makes weird crooked steps disappearing and reappearing behind Boss. Violently, the girl's lantern halberd pierces Boss's back, killing Boss instantly. Thrusting the shaft of the halberd into the stone-faced ground, the girl watches as Boss dies impaled on the halberd. Nominate a survivor to **Calmly Approach**.

Calmly Approach

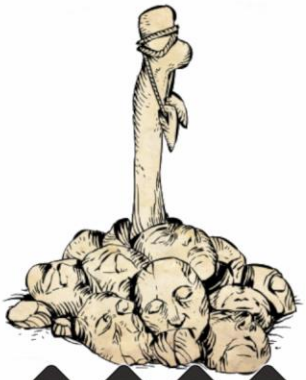
The girl proceeds to place items at the base of the halberd. As the survivor slowly approaches, this girl appears to match the exact description of the girl who was chased by the butcher. She even has the same scars on her face, this must be the same girl. The only difference is the lack of a curse and a strange book-like relic with living lips tied to her waist. The girl finishes what she was doing and walks off into the darkness, leaving Boss dead on the halberd. Roll 1d10 as the survivor investigates the scene.

1 2

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. Suddenly, the survivor spots the most amazing rock just left behind by the girl. Why would she do this? The survivor gains the **Lovelorn Rock**. (Rules can be found in Basic Hunt event **80**.)

3 4 5 6

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. The survivor sees a large rock and some iron trinkets left here by the girl. Do these belong here? What does this mean? Best to leave the halberd alone, it must mean something. The survivor scoops up the iron and returns to the settlement. Add 5 **King's Coin** strange resources to settlement storage and add the **Guidepost** innovation to the settlement.



7 8 9 10

The girl left behind some items at the base of the halberd. These things must carry some form of sentimental value for her. Looking at how she left Boss impaled on the halberd makes the survivor think this was on purpose. Hung on the halberd is a fine red cloak, complete with some jewelry. The survivor sees a large rock and some iron trinkets left at the base of the halberd. Do these belong here? What does this mean? Best to leave the halberd alone, it must mean something. The survivor scoops up the iron, takes the cloak and jewelry, and returns to the settlement. Add 5 **King's Coin** strange resources and the **Portcullis Key** (if the settlement already has a key, add 1 **Iron** instead) to settlement storage, gain the **Chosen Vestments** rare gear, and add the **Guidepost** innovation to the settlement.

Creature Comfort 1

- secret fighting art, strain -

Traumatized, you find comfort in your gear. When you gain the priority target token, you are knocked down. You treat **Lagomorph Lantern** as **Vital** gear.

Vital: A gear special rule. This survivor cannot depart without any gear with this rule in their grid.

Observation: Defect the Watcher, gain +1 ☐.

☐

Advance **Creature Comfort 2**

Creature Comfort 2

- secret fighting art, strain -

With the Watcher defeated, it's time to let go of your weakness. The settlement came together to overcome the challenge, and you will too. You can not be knocked down if you have the priority target token.

Observation: Become the priority target to gain +1 ☐.

☐☐☐☐☐

Advance **Creature Comfort 3**

Creature Comfort 3

- secret fighting art, strain -

You push past injury to defend others. While you are the priority target you can not be knocked down. If you gain the priority target token while another survivor has it, gain +2 evasion until the end of the next monster turn.

Observation: Become the priority target while another survivor has the token to gain +1 ☐.

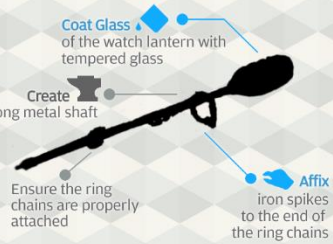
☐☐☐

You strive to protect those around you. Lose 3 ☐. Roll 1d10, on a 4+, **Mend 2** to all hit locations.

Lantern Guard Club

2 CCG

- Settlement Watch -


Coat Glass
of the watch lantern with tempered glass
Create
a strong metal shaft
Ensure the ring chains are properly attached
Affix
iron spikes to the end of the ring chains

1 x Watch Lantern, 1 x Ring Whip, 2 x Iron

- Remove the ring chain thongs from the Ring Whip and affix it to the Watch Lantern.
- **Heat** Iron and **2 Broken Lanterns** at the **Blacksmith** to create a shaft and tempered glass.
- Have a **Club Specialist** properly attach the Watch Lantern to the end of the new club.

Heroic Boss

- secret fighting art -

Weapons in your gear grid that you have attained mastery in gain **Deflect 1** or increase their deflect value by 1.

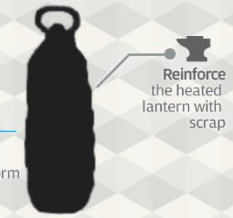
On **Arrival**, gain a number of +1 strength tokens equal to your **Age**.

Record and archive.

Watch Lantern

4 CCG

- Insight, Watcher -



1 x Survivors' Lantern, 1 x Scrap

- Take watch duty and discuss the shifting darkness with the other guards.
- Compare the menacing shapes and let your sleep-deprived imagination run wild.
- **Heat** the lantern and carve the strange hairy swirling patterns you saw into it.

UNCONSCIOUS EPIPHANY

- milestone -

☐ Milestone Condition

The survivor gained during
Distant Lantern Light experiences syncope
while endeavoring at **bloodletting**.

Permanent Effect

Cavernous hunger is no way to combat being sleep-depraved. The survivor slips quickly into unconsciousness as blood drips from their vein. If more survivors took watch, the survivor could eat again. They awake with a vision of how to gear more watch members and gain the **Binge Eating** disorder.

Permanently add **Watch Lantern** and **Lantern Guard Club** patterns to the pattern deck.

Settlement Watch

home, hovel consequence

Survival Limit +1

You may always hunt Level 2+ monsters.

New Recruits - roll 1d10

1-7	If you have no fighting arts, gain 1 random fighting art.
8+	If you have 0 or less strength, gain +1 strength. (Limit, once per lifetime.)

P

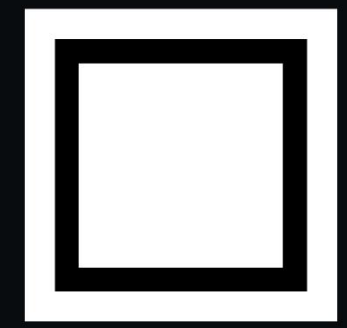
- Patterns -

I

- Innovations -

SF

- Secret Fighting Arts -



SF

- Secret Fighting Arts -

P

- Patterns -

SF

- Secret Fighting Arts -

SF

- Secret Fighting Arts -

Broken Halberd

weapon, melee, spear

1 | 5+ | 3

Reach 2, Deflect 1
Paired with **King's Man Cleaver**

If paired, gain **Sharp**, ignore **Reach 2.**

Add +1 to your Spear Specialization roll results with this weapon.

King's Man Cleaver

weapon, melee, axe, lantern

2 | 5+ | 5

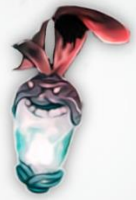
Sharp, Slow
Paired with **Broken Halberd**

If paired, ignore **Slow.**

After attacking, if standing, you may move up to 2 spaces directly away from the monster.

Lagomorph Lantern

item, fur, lantern



If you moved 12+ spaces this round, gain +1 luck until the end of the round.

Chosen Vestments

item, silk

Add to all hit locations.
When you gain a random disorder, gain a random fighting art instead.

Lantern Guard Club

weapon, melee, two-handed, club, metal, lantern

2 | 5+ | 6

Slow, Provoke
When you are knocked down, you may gain 1 bleeding token to immediately stand.
Limit, once per round.

Watch Lantern

item, lantern

When you depart, you may rotate this in your gear grid.

5 Oxidized Regal Faulds

armor, bone, metal

Outfit
: You may flip any one movement token.

5 Oxidized Regal Greaves

armor, bone, metal

Outfit
Whenever the monster's or deck is reshuffled, you may spend **X** survival to **Deflect X.** (Max 3)

5 Oxidized Regal Gauntlet

armor, bone, metal

Outfit
Whenever you attack, before drawing hit locations, you may choose to discard the top card. Trigger any discarded trap.

5 Oxidized Regal Helm

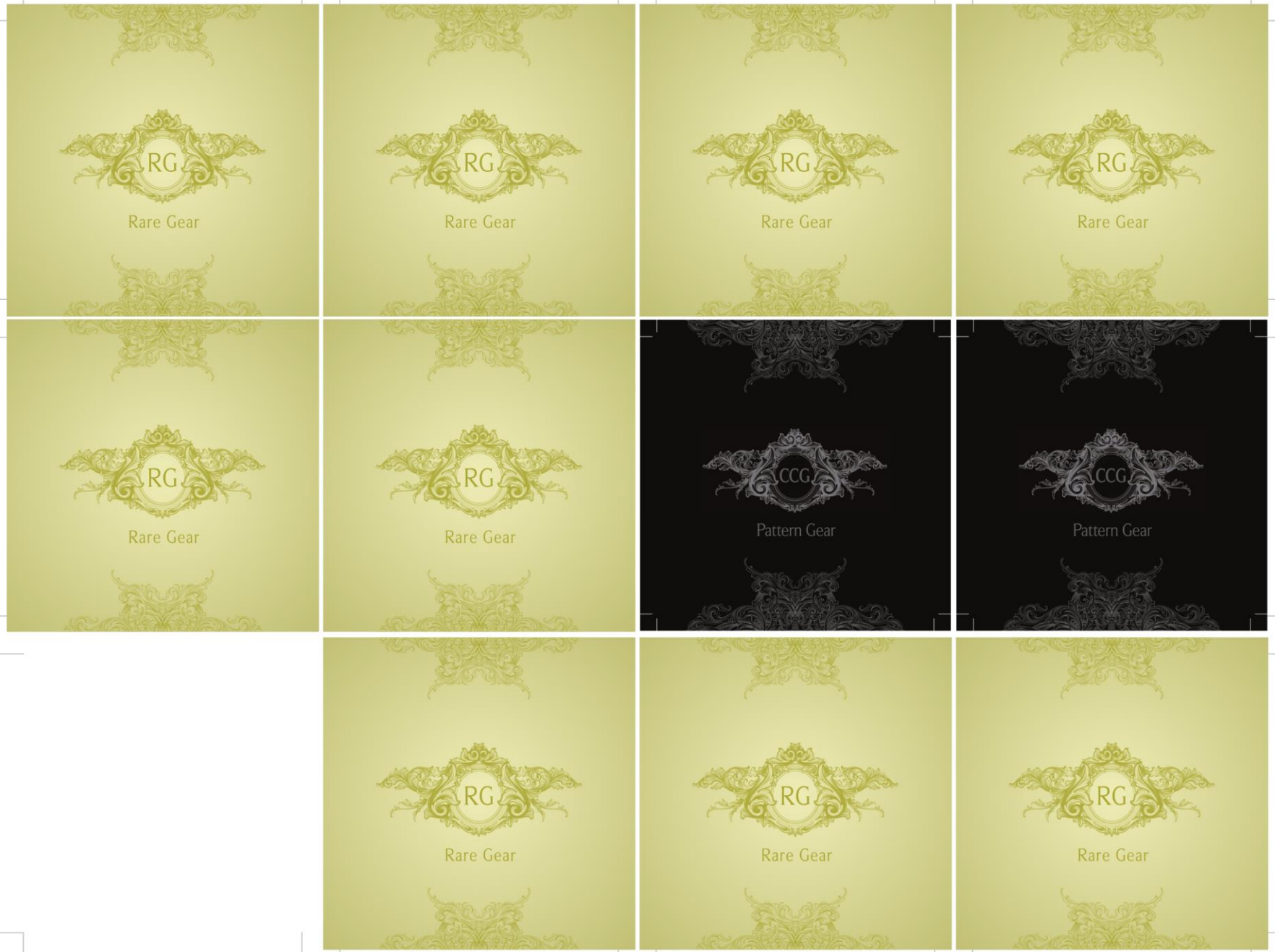
armor, bone, metal

Outfit
After you are hit, after all damage, you may move 1 space away from the monster.

5 Oxidized Regal Plackart

armor, bone, metal

Outfit
After you are hit, after damage, you may gain a bleed token, draw a , and make a wound attempt against the monster.


RG
Rare Gear
RG
Rare Gear
RG
Rare Gear
RG
Rare Gear
RG
Rare Gear
RG
Rare Gear
CCG
Pattern Gear
CCG
Pattern Gear
RG
Rare Gear
RG
Rare Gear
RG
Rare Gear

Big Sister Instinct
ability

When a female survivor gains the priority target token, you may gain it instead.

- When a female gains priority target -

Frozen Star
ability

Once per round, you may spend 1 survival to give the monster -2 accuracy until the end of the round.

- Once per round -

Knight in Shining Armor
ability

When a female survivor gains the priority target token, you may gain it instead.

- When a female gains priority target -

Story of the Mirrorstone
ability

The first time you gain a bleeding token, ignore it and gain a +1 evasion token instead.

- First bleeding token -

Unwavering Determination
ability

When you depart, gain +1 reroll token. You may spend this token to reroll a single result during the hunt phase.

- When you depart -

Tactical Signals
ability

You may encourage **deaf** survivors. You may encourage with a **Shattered Jaw**.

- Encourage -

Butcher's Blood
ability

On **Arrival**, for every 10 insanity you have, gain a +1 speed and +1 strength token.

- On Arrival -

A
- Curse Wanderer Ability -
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- Curse Wanderer Ability -
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Thanks For The Support.

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